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MAGIC ITEM

MAGIC ITEM

MAGIC ITEM   100 POINTS

MAGIC 'SWAG' BAG

The Magic swag Bag allows Clegg to take away any of the enemies magical items from them so he can possibly use them himself. The Halflings opponent must fan all of their magic items out for the Halfling player to pick one at random at the beginning of every turn. Which ever magic item is picked, if it is possible Clegg may use it and the original owner may not for this one turn only. Each magic item comes free, but can only be used in the turn that it was drawn. After this it has to be thrown away as the character gets bored with it. The magic item does not have to be used and you do not have to take out a magic item at all. Any magic item can be drawn out of the 'swag' bag, but special items that only work for specific people can not be used even though they may be picked.

CLEGG ONLY

WARGEAR CARD

ROCKET ACTIVATOR   1 Point

To launch a Gretchin Rocket Boy the mekboy must be within 4" of them. Notsnick presses the huge bright red button on the Rocket activator and this launches all the Gretchin that are within 4". The Rocket boyz will automatically shoot off D6+1 x10 inches in the direction they are facing (the direction the Gretchin moved in, if he did not move the Ork player may turn him in any direction during the Orks movement phase) and the Gretchin will explode on impact

NOTSNICK THE MEKBOY ONLY

SkyLok and his followers attack a Squat Land Train

The Bunker Beings

INMATE 0008576 TYLER G.

INMATE 0016876 LOWLES P.

INMATE 0281175 FUNNELL J.

Product Code:
0682

JOURNAL

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CORRESPONDENCE

We love reading your comments and ideas about The Journal, Games Workshop games and any other strange and wacky things you come up with! All letters except subscriptions and Mail Order should be addressed to: The Journal Bunker, Games Workshop, Howard House, 16 Castle Boulevard, Nottingham NG7 1FL.

Clearly mark your envelope with the name of the game you are writing to us about. If you want a reply you *must* enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter, but it may take a little time for us to reply to you, so please be patient!

JOURNAL
EDITORIAL

Welcome to Citadel Journal 10, the second issue by us the new crew. I hope you liked issue 9 if you read it and if you haven't, then why not? We've had several letters of praise, and as yet very few complaints so it couldn't have been too bad!

In this lovely tome you will find many delights including Jervis Johnson's new vehicle rules which Phil, James and myself have been play testing for the last couple of months, but it's now your turn to try them out (especially you lot at Letchworth Games club). Also the other major piece of work in here is the EPIC/Warhammer 40,000 campaign system, MEGA WARS which the three of us have been sweating over since the day we started all of five months ago! Both of these articles are going to be continued in Citadel Journal 11 - SO MAKE SURE YOU ORDER YOUR SUBSCRIPTION NOW!!!!!

If you saw issue 9 then you may have seen some art work by John Wigley, who is now a member of staff at our Games Worksop store in Coventry. Well, because we were so impressed with his work we've asked him to do some work for the Citadel Journal, and more of his work can be seen some where lurking in this issue. This issues Liber Illuminatai features work by Toby Hayes, but for the rest of you, we need more of your work. So if any of you have any skill at all in drawing, painting, or just making marks in something, then send in an example.

There are rumours travelling the underworld of battle gaming about a new game of Games Workshop - Necromunda, Skirmish gang fighting in the Warhammer 40,000 universe. Based on the rules system of Warhammer 40,000, Necromunda is an updated and finished version of Confrontation, a lot of you know all too well about. For those people who don't know anything about what I'm going on about, Confrontation was a game published in White Dwarf five years ago as a series starting in White Dwarf 130. Well now its been completely re-done and is coming out about a week before Games Day in October.

You may have noticed that there are loads of changes to the Journal this issue - well this is because we got bored of the old set up and wanted to change it all! Along with these changes, we want to change the letters page, so less of the "my friend cheats" kind of letter and more interesting letters with a point of view to get accross would be nice. We would like to know your views and comments about the Games Workshop world. It's only because we haven't had any of these letters in the last couple of months that our 'Jibberings' page is again full of 'Elastic tape measure' type ones this time.

Have fun and we hope to see a lot of you avid Citadel Journal readers at Games Day this year.

Gavin Tyler

NEXT ISSUE

We have part two of the Mega Wars (Warhammer 40,000 and EPIC campaign System) with a report on how our campaign has gone for us so far, part two of Jervis Johnson's vehicle rules, Warhammer 40,000 Chimera variants, Blood Bowl Squigs, Epic characters and a Warhammer scenario that you can really get your teeth into!

GIBBERINGS

Dear Journal People

There is someone that I think you should know about. He is called Johnathan Boucher and he is regularly economical with the truth (Well OK he lies all the time). I think he deserves the elastic tape measure award:

1)   He claims that Eltharion is only 165 points including his Griffon and so I only get 2 Victory Points for killing him.

2)   He reckons that all his Elf characters (Eltharion, Tyrion, Teclis and Imarillion (**ED:** who?) can have 3 spells.

3)   He equips all his High Elf Spearmen with KRAK GRENADES!!!!!!!!

4)   He reckons that his Wizard gets 2D6 spells per turn.

5)   He makes full use of the conversions rule in Dark Millennium. I am not allowed to use my Ghazkull Thrakka model because I replaced the spike on top of his head with a Squig-hair ponytail!

Further to my request he's got this Land Raider painted in Blood Angel colours with Ultramarine, Space Wolf and Dark Angel chapter markings all over it. He also puts Space Marine body limbs all over the front of it.

He is now condemned to cleaning out the cage of Norman the foul spawn of Chaos who lives next door and I hope you will come round his house and eat his face.

Ben Piggott (Lord of Khorne) Salisbury

ED: Well... urm thanks for telling us about this completely bizarre misuse of the rules. Just a couple of points- where were the High Elves supposed to get the Krak grenades from? Because unless they travelled in some weird dimensional jump drive, survived the Warhammer 40,000 universe armed with their trusty spears, nick the grenades form a bunch of Space Marines (yeah right!) and then came back intact, then I don't think you can do this Johnathan? And by the way, the conversion rules in the Dark Millennium is just for vehicles and converted characters don't count!

Dear Journal Mob

This letter comes from three very disgruntled gamers and concerns the matter of a Skaven general by the name of Chris "Seven Wizards in a 2000 point army" Fowles. We are nominating him for your Elastic Tapemeasure Award. Chris has done many devious, dishonest and evil things during his career as a Skaven general but the following are his most deranged achievements:

1   On a poor unfortunate named James Crutchley he rolled a six for the Skavenbrew chart for his Stormvermin. As it states on the card "Double their movement and attacking characteristics". He managed to convince the victim that this doubled all characteristics used in moving and attacking. ie: Movement. WS, Strength, Initiative and Attacks. Consequently turning each Stormvermin into something akin to a Bloodthirster's little brother, for just 12.5 points. As if this wasn't enough he claimed that the Grey Seer Thanquol,

Boneripper and (to top it all off) a Verminlord also accompanied the unit and therefore gained these bonuses as well.........Guess who won!

2   Chris has an addiction with Doomwheels and uses two almost every battle. This seems harmless enough until you consider that Chris took the words "Warlock Engineer" a bit literally. He took a magic item and a spell for each of them. He also thought you could buy higher level Warlocks as operators for a Doomwheel.

3   Continuing Chris' abuse of Warmachines he also uses two Screaming Bells as mounts for Warlocks and sticks them in the front row of a unit of Poison Wind Globadiers.

4   Looking on the back of the Warhammer Armies introductory booklet Chris read that Dragons could be used in any army and he persists on using them with Skaven even though they are not in the army list.

Chris is obsessed with dispel magic scrolls. ie: taking 22 in a 6000 point army. As a result none of us ever get to use any of our spells. Please print this and give Chris Fowles the Elastic Tapemeasure Award.

Yours   Tom Payne, Vincent Poffley, Gavin Poffley. Glastonbury.

ED: Need I say more?

Yes... If Chris keeps on using all of these dispel magic scrolls , then don't bother taking any Wizards and take lots of hard monsters.

'ATTENTION ATTENTION'

Would a Mr. Steven Tait, star of last issues Mumblings page, please send us your address so we can write back to your numerous letters.
Thankyou.
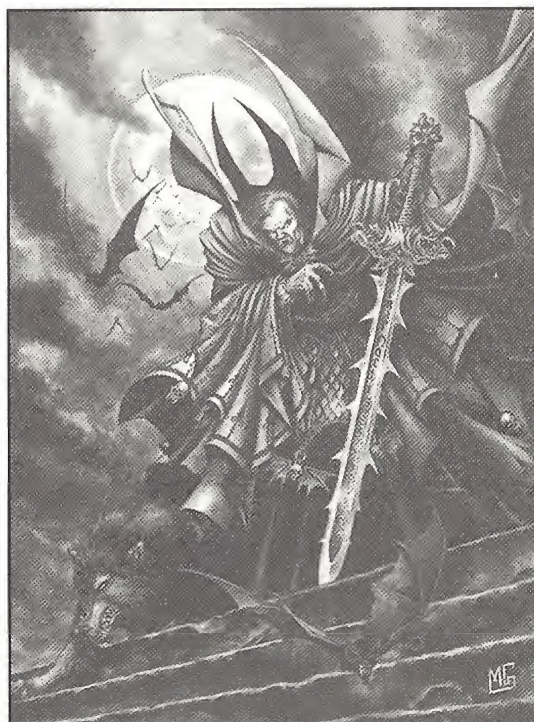
MEGA WARS

EPIC AND 40K CAMPAIGN SYSTEM
By the Journal Team

When armies group together with infantry numbering in the thousands, vehicles and Titans of mass destruction overshadow them, dwarfing them with their immense height. When this happens brothers you know war is upon you. War on an immense scale. If you have ever wanted to fight a massive 40K and Epic campaign then this campaign system is for you.

When we first got together here in the Journal bunker we had a good long discussion over what we were going to put in the Journal. One of the first things we discussed was a campaign system for Epic and 40K. Over a 3 month period we all worked feverishly to compile our ideas into a workable system which combines the two games smoothly together. The results of which are in these pages right here.

Unfortunately the rules for Mega Wars have proved to be too long to fit into one Journal so we have split them in half. In this, the first part, we give you all you need to get started, deployment, choosing armies and the turn sequence and rules itself. In the second part we will show you more advanced rules such as missions, fortifications, experience, multi player campaigns and campaign scenarios.

We have also fought several campaigns over the last few months to playtest these rules and make sure that they work properly to ensure the game is as fun as possible.

We will be detailing our campaign and its results in Journal 11. It is a fairly complex campaign involving three armies. Watch this space for more details.

This system is fairly flexible so you can fight just an Epic campaign or just a 40K campaign. Of course you can be really clever and fight a Warhammer campaign or any other wargames system you like for that matter.

Without further ado we proudly introduce (fanfare, drum roll etc.) Mega Wars.

PREPARING THE CAMPAIGN

Before you can begin a Mega Wars campaign you need a map. The best way to make your map is to get hold of some large sheets of card and polystyrene. Glue the card onto the polystyrene and mount this on a wall somewhere. This will provide a rigid board which will not move about when the pins, which represent armies are put into the board, the polystyrene prevents them from falling out.

Then get a long ruler and draw a grid on the board. Each square should be approximately half an inch square. You will need to make the grid fit properly with a good number of squares in it. We recommend 60 X 40 squares as an ideal size. Or you could try 30 X 40, or 40 X 40 or even 60 X 60, the size is up to you and depends upon how big a campaign you want to fight. Make sure that the grid is painted in black so that when the board is painted green you can still see where the grid lines are.

Next the map needs to be painted to show the terrain you are playing over. The simplest way to do this is paint the whole map green and then paint on forests in a darker green, hills and mountains in brown and white for snowcapped tops and anything else that takes your fancy really. Leave towns and cities for now. We shall be covering rules for towns, cities and other fortifications in the next Journal.

CHOOSING AN ARMY

Choosing an army is the hardest part of a campaign. Firstly both of the players should decide upon a points value that they wish to play with. Everything is bought in Epic points values so you will need a huge amount of points. 50,000 points is an average size for a campaign army. You then need to spend all of your points to create the biggest army you can imagine from the Epic Company, Detachement and Special cards. Normal restrictions apply to the amount of cards you choose but you are free to select any cards that you want.

Obviously you will never have enough models to represent everything you have just bought, so you will need to split the army up for tactical purposes. There are no restrictions on how you split up your army except that you must be able to represent all of the troops in each contingent on the tabletop.

Other than this limitation there are no restrictions on your contingents. From now on each of these contingents shall be referred to as an 'army'.

In the special case of Tyranid armies they must keep their Epic armies within the hexagonal brood structure so that they gain the Hive Mind cards each game. Each separate army needs a hive structure instead of the army as a whole. Each seperate Chaos army must also conform to the normal for Epic Chaos armies with cards being under Greater Daemons. Other types of army are free to split their company or detachment cards however they see fit.

Each player needs to write individual army lists for each army he has. Titans must have the weapons that your models are armed with written down on the army list. They cannot be changed once the campaign has started.

Each army is represented by a pin on the map. You will need lots of large pins to use for this. Make sure they are big enough to paint numbers or letters on the top of them so that you can tell them apart. Make sure that the numbers on the pins correspond to your army lists so that you cannot get your armies mixed up.

Each player must start with one HQ base. The HQ base must be protected at all times because this is where the Campaign Commander is (that's you, you know) and is also where the orders are transmitted from. If you lose your HQ base then you cannot send any more orders and you are out of the game completely. The HQ base also has several other special rules which are covered in the End Phase section.

Next each army must have its army rating written on the top of its army list. An army rating is a number which represents how big a force it is. This army rating is used to determine whether an army outnumbers another or not before a battle begins. Work out your army rating as the following list indicates. After you have added up the total round up any odd 0.5's to a full number and round up any odd numbers of models in squads to a full 5.

Army Rating Table

Infantry Stands/5 man squads or Light vehicles	0.5
Vehicles/Large Monsters (Carnifexes, Dreadnoughts)	1
Super Heavies (Knights, Daemons, Hive Tyrants)	2
Scout Titans (Revenants, Warhounds, Stompas)	3
Reaver Titans, Dominatrixes, Hierodules, Phantoms	4
Warlords, Hierophants, Gargants, Warlock Titans	5
Mega Gargants	8
Emperor Class Titans	10

Epic and 40K armies

If the army has an army rating of 15 or less and all of the models in the army can be represented on a 40K tabletop with rules to go with them then it is a 40K army. If the army rating is over 15 then it is an Epic army.

It is best to remember to have a lot of smaller armies that will make good scouting armies because they can be lost very easily, if you are good at rolling 1's that is. Remember that a 40K army may not have an army rating of above 15. So create these armies with this upper limit in mind.

Wargear and weapon options

For your 40K armies you will need a separate points value for the wargear, special abilities, weapon upgrades and grenades that you cannot buy using Epic points values. This should be a predetermined amount decided by you and your adversaries. Around 3000 points should be enough for an average force of 50,000 points. This can then be used however you want to up to the points limit and within the limitations of the equipment themselves. Write down which weapons are with which 40K army. They may be swapped and changed about just prior to a battle but after the battle has begun they cannot be changed.

Some weapons have a limitation on ammunition. Such as Whirlwinds and Shokk attack Guns in 40K for example. In these cases keep a track of how many shots they use and once they are out of ammo they cannot fire this gun again during the battle. They do however carry extra stocks of ammo but cannot replace it during the battle. It will be done in the End Phase before the next battle.

Some of the wargear cards can only be used once per battle, such as grenades and Seer stones and the like. These can be used once per battle that the character is involved in provided the character carrying them is alive. This represents the character having lots of the wargear but has limited stocks and can only have one for each battle.

Strategy cards will be covered in the advanced rules part next issue so put them aside for now.

DEPLOYMENT

Now that you have your armies and your map you need to deploy your forces for the long campaign ahead. Deployment as in any game is very important and you must make sure that you have the right armies in the right places for any plan of attack to work well.

Imagine that North is the direction pointing directly up towards your ceiling and South toward the floor. Both players roll a dice. The player who scores higher can choose whether to deploy on the East or West side. The size of both players deployment zones is 5 squares from East and West board edge and 10 squares from the North and South sides. Position each army pin in the deployment zone alternately, starting with the player who chose the board edge, until all of the army pins are in the map. You are now ready to begin the campaign.

Winning the Campaign

Winning the campaign is very simple. The objective is to destroy the enemy totally. The best way to do this is to get to the enemy's HQ base and wipe out the enemy commander. In this way you will win the campaign automatically. You can of course create your own victory conditions with any variations you chose. In the next Journal we will detail various campaigns you could fight and their special victory conditions.

Grid References

A grid reference is given in two numbers the first is along the bottom of the map and the second is up the side. Remember "Along the corridor and Up the stairs". The following way of determining a random grid reference is for a 60 X 40 map. It is easy enough to convert the system to whatever size map you are using.

To work out a random grid reference you will need some dice. Roll a D6 first. A 1 indicates a number between 1 and 10, a 2 between 11 and 20, 3 between 21 and 30 and so on. Next roll a D10 and this is the number between those brackets that the 'Along the corridor' number is in. For example you roll a 5 on the D6 and 1 on the D10 so the grid number is 41, or a 1 is rolled on the D6 and a 0 (or 10) score is on the D10. This is grid number 10.

The second number is worked out by rolling a D4 first. A 1 indicates a number between 1 and 10, a 2 between 11 and 20 and a 3 between 21 and 30 and so on. Next roll a D10 and add it to the score in exactly the same way as above. This is the 'Up the stairs' number. For example you roll a 1 on the D4 and a 2 on the D10, the grid is number 2.

Now put the two numbers together and you have a random grid reference. For example a 4 is rolled on the D4 and a 6 on the D10. Then a 3 is rolled on the D6 and a 1 is rolled on the D10. The grid reference is 36/21. When you are asked to roll for a random grid reference follow the above procedure.

TURN SEQUENCE

There are 3 turns a day. Each turn progress' in sequence according to the table below. The turns are Morning, Afternoon and Night. There are many different advantages and disadvantages of fighting at different times of the day. Keep a track of whether it is morning, afternoon or night because it does make a difference in the game.

TURN SEQUENCE TABLE

Orders Phase	You must write the orders which are sent to your armies each turn
Initiative Phase	This determines who moves first
Movement Phase	This is when all of your armies move
Battle Phase	Any armies in contact will fight battles now
End Phase	Any damage or losses are recovered in this phase

ORDERS PHASE

To be of any effective use each day an army must be given orders. Each army should have a number or way of identifying them. On a sheet of paper write those numbers down along with orders you wish to give them. All of the orders you can give them are outlined below. Unless it says otherwise the grid reference you want them to move to is required for each order. The grid reference must be within their movement allowance (MA) and cannot be further than this distance away.

Some events and certain situations will mean that they cannot reach their target grid reference. Such circumstances cannot be taken into consideration when writing the orders so do not worry if something does happen to stop your army reaching the grid reference given in the orders.
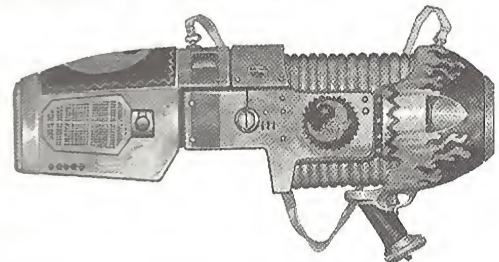
ADVANCE. The army marches all of the turn at double its MA to a new location. Write the grid reference that is within double their MA that you want them to reach. They are not ready to fight a battle and any army attacked while on Advance orders will be Surprised. NOTE: This order cannot be used to deliberately move double your MA and engage an enemy but be surprised, this goes against the whole point of having this order.

BATTLE READY. The army prepares for battle. They can move their full MA this turn and engage an enemy in battle if they can reach them. The army must be given a grid reference to move and engage an enemy army.

RADIO SILENCE. The army moves all of the turn at its full MA but cannot engage an enemy at the end of the move. Instead they maintain radio silence and do not Report In (See Below). They are ready for battle if they are attacked by an enemy they will not be surprised, but will be surprised if they encounter someone when moving.

SCOUTING. The army is now a scouting force and will move up to its full MA to scout an enemy army out. They need a grid reference of the area you want them to scout. They are not battle preped and will be surprised if attacked this turn.

AMBUSH. An army on Ambush orders may not move this turn as they dig themselves in and prepare an ambush. They are prepared for battle and any enemy army that moves on them this turn will be surprised regardless of whether their enemy cause surprise. They do not need a grid reference.

FALL BACK. An army that is broken is automatically put on Fall Back orders and an army may fall back if you want it to. An army on Fall Back orders moves as fast as their MA allows them to towards their HQ base and are not prepared for battle and so will count as surprised if attacked this turn. If they are not broken a grid reference is required to get them back to where you want them.

RANDOM EVENT TABLE

Double	Event
1	SPY SATELLITE. Roll for grid reference. The closest army has been the object of attention for an independent spy satellite which broadcasts the results to all of the players. Treat as a Scouted result (4) on the Scout table (See Scouting). The player reads out what the army has to all of the other players.
2	ELECTRICAL STORM. Roll for grid reference. The closest army has been affected by the electrical storm and their orders are not picked up on the radio properly. The army counts as though they had been given no orders at all.
3	BAD WEATHER. Roll for grid reference. All armies within 2D6 squares are affected and move at half their MA this turn.
4	SCRAMBLED ORDERS. Roll for grid reference. The closest army has had its orders scrambled and the army could not make them out properly. Roll a D6 and consult the random orders table below.

D6	Scrambled order
1	Scouting orders to grid reference given in its original orders if they can reach there. If not they will get as close as possible.
2	Fall Back orders. The army will move its full MA directly towards its HQ base.
3	Advance orders in the direction of the original orders grid reference but will move as far as possible.
4	Combat Prep orders to the original grid reference if they can reach there.
5	Radio Silence orders to the original grid reference if they can reach there.
6	Ambush orders so they remain in place and set up an Ambush.

Double	Event
5	STORM. All armies on the map move half their MA this turn.
6	EARTHQUAKE. Roll for grid reference. This is where the tremor begins. Next roll a D6 and consult the Richter Scale Table below:

D6	Richter Scale result
1	MINOR TREMOR. Has no effect on the game.
2-3	MAJOR TREMOR. All armies within D6 squares cannot move at all this turn.
4-5	MINOR QUAKE. All armies within 2D6 squares cannot move at all this turn.
6	MAJOR QUAKE. All armies within 3D6 squares cannot move at all this turn and the closest army is swallowed up by the quake and totally destroyed. Remove this army from the map and erase their army list.
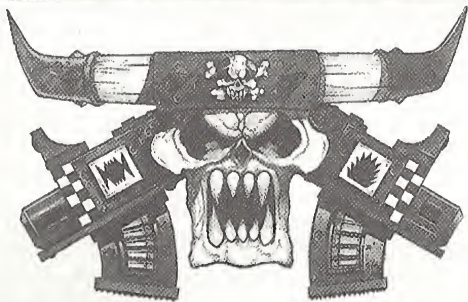
Surprise

Surprise can make a great amount of difference to a battle. It makes your troops less ready for battle and could change the game around. If both armies cause surprise then they are both cancelled out. The surprise rules are covered as and when they are needed in these rules.

After the orders are written for all of your armies the Orders Phase is over so move on to the Initiative Phase.

INITIATIVE PHASE

Both players roll a dice to determine which player will move first. The highest roll will move first then the lowest second. If the dice are the same, ie doubles, then a random event has occurred. Whichever double was rolled is the event as described on the event table above, ie a double 3 indicates that bad weather has afflicted your troops.

After any events have been worked out then the players roll again. If both players throw a double again then another event takes place, in which case roll again and continue to do so until both players roll different numbers. The initiative phase has now been finished so move onto the Movement phase.
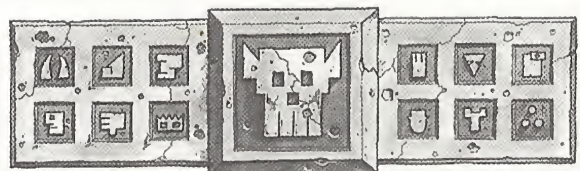
MOVEMENT ALLOWANCE TABLE

Army Type	MA for a WH40K Army	MA for an EPIC Army
Space Marines	2 squares	2 squares
Imperial Guard	1 square	1 square
Tyranids/Genestealers	3 squares	3 squares
Eldar	2 squares	2 squares
Squats	1 square	1 square
Orks/Gretchin	2 squares	1 square
Chaos	2 Squares	1 square

MOVEMENT PHASE

The player who won the initiative this turn moves one of his armies to a new location first. Movement is worked out in the following sequence for each individual army at a time. The player who lost the intiative moves an army next and the players alternate moving armies until all of those armies that are moving this turn have moved.

Declare Movement of army

Reveal Orders

Move army to new grid reference

Check on Encounter table if there is an enemy at that grid reference

Make scouting or fleeing roll if required

Report In (Unless there is an enemy to fight at that grid reference)

You can choose which army to move first but cannot change your mind once you have declared which army to move. Next the armies orders are revealed and read out to everyone. You

FAST ARMY FORCES MA TABLE

Faster types	MA for a WH40K Army	MA for an Epic Army
Thunderhawks	6 squares	6 squares
Mounted troops	3 squares	3 squares
Rapid moving forces	4 squares	4 squares
Rapid flying vehicles		5 squares
Revenant Scout Titans		4 squares
Scout Titans		3 squares
Titans (not Emperor), Knights		2 squares

may be asked to prove the orders. To do this cover up any other orders so that the army which is moving has its orders revealed only and show it to those who want to check the order. Then move the pin up to the new grid location. If something which slows your army down occurs then the army will get as close as they can to the grid reference and Report in.

Reporting In

If the army is not going to be fighting a battle after its move then they will Report In. When Reporting In an army settles down for a rest and waits for new orders. They will count as surprised if attacked. The exception to this is the order Radio Silence. With this order the army does not report in but waits for the enemy to attack them so they will not be surprised if they are attacked this turn.

Movement Allowance

Movement Allowance (MA) is slightly different for each army type. An army has many types of troops which can move at slightly different rates. The list above indicates an average move rate and includes any stops for rest and rations. Epic armies are generally slower than 40K armies because they are harder to co-ordinate when moving.
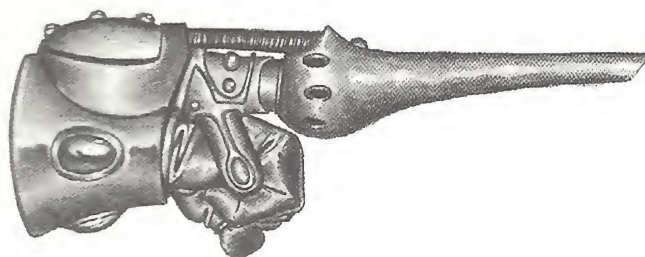
The table below shows the Fast moving forces which if they are on their own can move a lot faster than they would with an army. They may carry troop stands but they cannot have any slower vehicles tagging along with them. The lists below detail what rapid moving troops and rapid flying vehicles are. All of the MA amounts are with the forces on the list below.

Rapid moving forces list

Bikes, Trikes, Landspeeders, Jetbikes, Harridans, Buggys, Speedstas, Dragsters and Wartracks.

Rapid flying vehicles list

Gyrocopters, Doomwings, Firelords, Nightwings, Thunderbolts and Mauraders.

Notes on movement

If any army has allies then your army is as fast as your slowest troops. For example if a Space Marine army had Squat allies then the army would move at Squat speed because they have to keep together. The only way to get around this is to put Squat allies in a separate army on their own. Note that Ogryns and Ratlings will be able to keep up with any army they are with.

On occasions you may forget to give an army orders or you might not want to. If this happens then this army will count as surprised if Encountered, regardless of whether the enemy will cause surprise or not.

Moving armies during the night

During the night armies are very hard to co-ordinate and move to where you want them. To represent this all armies move half distance during the night phase. Even races which can see in the dark will find it hard to co-ordinate so this applies to them also.

Transports

It is possible to have your whole army in some sort of transporter in which case they will move one square faster than the table above indicates. All of your troops have to be in tanks or transports to gain this bonus. Even if a single 40K trooper or Epic base is left outside then you do not get this bonus. The fast army forces detailed on the previous page have already had this bonus taken into account and do not gain it.

Terrain

Terrain makes a great difference in a campaign as it does in a normal game. Difficult terrain costs two squares of MA per square which is moved over. Very difficult terrain is impassable to a whole army so they must go around it. Any army pins which have just flying models in them may ignore all terrain modifiers.

Half Movements

If there are several half movements penalties played on your army then they may not move at all this turn as they struggle to overcome both difficulties. If a half MA penalty is in play on an army and reduces it to a half move roll a D6. On a 1-3 round down, if this reduces it to 0 then they may not move at all. On a 4-6 round up and move as normal.

Big Epic armies and battles

An Epic army which has 40 stands of infantry or more and has just fought a battle must stay in position to reorganise and recover their army. Next turn they cannot move to a new grid reference but may be put on any orders you choose for surprise purposes.

ENCOUNTER TABLE
WARHAMMER 40,000   EPIC

		ARMY	SCOUT	ARMY	SCOUT
40K	ARMY	FB 40	FLEE	FB EPIC	FB EPIC
	SCOUT	SCOUT	SCOUT	SCOUT	SCOUT
EPIC	ARMY	FB EPIC	FLEE	FB EPIC	FLEE
	SCOUT	SCOUT	SCOUT	SCOUT	SCOUT

Encounters

When two opposing army pins move into contact with each other then this is called an encounter. The result of an encounter usually means that there will be a battle. Sometimes scouts attempt to survey the enemy forces or an army may run off to hide away somewhere.

To discover the result of an encounter both players must declare whether the pin represents an Epic or a 40K army. If the army is on scouting orders then this is also declared. The attacking player declares first and then the defending player must declare.

Next look at the Encounter table above to determine what the result of the Encounter will be. The attacking army is down the side, this is the army that moved into the square last. The defending player is along the top and this is the player that was in the square first. Look up the result of the encounter using the rules below and follow the rules which follow.

If the result of the encounter is a battle then both armies move ends here and they prepare for battle. See Army Ratings and Outnumbering below for details of what happens next.

Results of encounter table

FLEE   The Scouting force Flees.

SCOUT   Make a Scouting roll.

FB 40   Fight a Warhammer 40,000 battle

FB EPIC   Fight an Epic battle

Encounters with multiple armies

Sometimes more than one army has orders to move on the same grid reference and a multiple encounter will take place. When this happens problems can arise. The first army to be moved there this turn looks up their result on the Encounters table as normal. Follow the result for this first encounter as normal.

If the result is to fight a battle of any type then other forces that arrive after this point join with their friendly armies to make a bigger army. Do not look up the result on the

encounter table when this happens. If the result for the first army was a scouting roll or a fleeing roll then the second army to arrive at the grid reference must check the Encounter Table to discover what happens. As above if this is to fight a battle then any following army's join it. Do not check to see whether the army is outnumbered until all of the forces arriving at the square have got there (See below). Common sense will sort out most problems.

Fleeing

When an army is on Scouting orders they avoid the enemy as much as possible and will go to great lengths to avoid confrontation. With a fleeing result the scouting force is attempting to avoid the larger army. Roll a D6. Subtract -1 if the fleeing scouts were surprised. On a 1 the scouts are destroyed but on a 2 or more the scouts have escaped so move the fleeing Army back 1 square directly away from the other. If the square has another enemy army in it then the fleeing army will move to a different square. If there are no empty

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SCOUTING TABLE

D6   Scouting Successes

1   **CAPTURED.** The Scouts are captured by the enemy with no chance of escape and are killed or destroyed. The enemy does not get VP's for destroying them.

2   **SPOTTED.** The Scouts do not discover a thing but the enemy spots them and discovers what the scouts are. Read out every detail about the scouts.

3   **FAILED.** The Scouts could not get close enough and do not discover anything about the enemy army.

4   **SCOUTED.** The enemy army is scouted and the scouts discover how many men are with the army, how many tanks, how many Titans and how many vehicles. Add up the number of troops in the army to tell your opponent. Do not tell him what they are! Just how many there are! A player which has been scouted may declare that troops are inside vehicles if they can fit them all inside them, in which case just read out the number of vehicles.

5   **PARTIAL SUCCESS.** As above except the scouts discover what troops are with the army. Read out to the player the number and type of what you have. This includes Titans and vehicles, but do not tell your opponent what weapons they are all armed with and keep characters and special cards for characters secret with this result.

6   **SUCCESS.** The scouts discover every last detail about the army. As above except add any characters, special cards, what weapons they are armed with, but you may keep grenades and wargear cards a secret.

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squares adjacent then it will be destroyed by the larger force. This move is made without any penalties. The fleeing force cannot follow their orders because they are too shaken up, so they stop where they are and will Report In now.

Scouting

A scouting forces job is to seek out enemy positions and report back on their forces and locations. When Scouts come across an enemy they will stay around long enough to see what the opposing army is and report back to their HQ base.

Firstly the force which is being scouted must declare which order they are on. Not the grid reference they are moving to, just the order name. This is done for surprise purposes.

Next a scouting roll is required. Roll a D6 and consult the table (right) to discover the successes of the scouts. Add +1 to the roll if the enemy was surprised and -1 to the roll if the scouts are surprised.

After the scouting roll is made the army which has been scouted will move and follow their orders. This is the only exception to the move over rule. This shows that the scouts watch the army pass by and they will end up in the square they were in. If the army stays in place but were not on Ambush orders then the Scouts will move back 1 square in the direction they came from. If the army that was scouted is on Ambush orders then they can attack the scouts and will surprise them.

Army Rating and Outnumbering

After you have checked the Encounter Table but before each battle is fought a check must be made to see whether one of the forces is so much bigger than another to make fighting the battle a waste of time. Each of your armies has an Army Rating. See the Army Rating section of the choosing an army section to discover how to work out your Army Rating.

It is best to check this table after all of the armies moving this turn have moved because several different armies may move to the same location. If this happens then add their combined army ratings together and then check the chart opposite.

The army which is attacking, ie: the player who moved into the square where the battle will take place, last, declares his Army Rating first. Then the defending army which was in the square first declares his Army Rating. Compare each army's rating with each other using the Outnumbering chart opposite. Cross reference the two army ratings to find a result.

The results are either FB which means the armies fight a battle or OUT which means they are outnumbered and make a fleeing roll. A fleeing roll is done in exactly the same way as

OUTNUMBERING CHART

AR's	0-5	6-15	16-25	26-50	51-75	76-100	101-125	126-150	151-175	176-200	200+
0-5	FB	FB	FB	OUT	OUT	OUT	OUT	OUT	OUT	OUT	OUT
6-15	FB	FB	FB	FB	OUT	OUT	OUT	OUT	OUT	OUT	OUT
16-25	FB	FB	FB	FB	FB	OUT	OUT	OUT	OUT	OUT	OUT
26-50	OUT	FB	FB	FB	FB	FB	OUT	OUT	OUT	OUT	OUT
51-75	OUT	OUT	FB	FB	FB	FB	FB	OUT	OUT	OUT	OUT
76-100	OUT	OUT	OUT	FB	FB	FB	FB	FB	OUT	OUT	OUT
101-125	OUT	OUT	OUT	OUT	FB	FB	FB	FB	FB	OUT	OUT
126-150	OUT	OUT	OUT	OUT	OUT	FB	FB	FB	FB	FB	OUT
151-175	OUT	OUT	OUT	OUT	OUT	OUT	FB	FB	FB	FB	FB
176-200	OUT	OUT	OUT	OUT	OUT	OUT	OUT	FB	FB	FB	FB
200+	OUT	OUT	OUT	OUT	OUT	OUT	OUT	OUT	FB	FB	FB

described in the movement phase above except a result of 1 means they must fight the battle as normal. An army which flees moves 1 square back away from the other army, the way they came basically.

After all of the armies have moved and all of the scouting and fleeing rolls have been made then the Movement Phase is over and it is time to move on to the Battle Phase.

BATTLE PHASE

During the Battle Phase any armies which have moved into the same square as another army may fight a battle against them. Players alternate the choice of which battle is fought first begining with the player who won the initiative.

Fighting battles at night

At night the world is changed into a haunted land of darkness and shadows. You cannot see so far, you cannot fight so well and the dark things that hunt in the night are far more frightening.

If any battles are fought at night then all ranges are reduced to short range or half distance in Epic, because shadows cover your enemies and you are not really sure of what you are shooting at. All Leadership tests are made at -1 at night as the darkness makes things worse than daylight. In Epic this means +1 to all morale values.

Fighting Battles

The following rules apply to every type of battle both Epic and 40K. The army which began its turn at this grid reference or arrived there first is called the defender. The army which arrived at the square last is called the attacker. The defender deploys first unless they were on Ambush orders. In this case the attacker has walked into the trap and must deploy first.

Deployment zones are exactly the same as in the Space Marine/Titan Legions and Warhammer 40,000 rulebooks. ie: 40 cm from the table centre in Epic and 12" from the table edge and 12" from the side edges in 40K.

Initiative rolls and Strategy rolls are made as normal except if one of the armies is causing surprise over another. An army which is surprising the other may add +2 to the first initiative roll and the first Strategy roll to see who moves first.

There are no set number of turns in any games. The game will last long enough for one army to completely destroy the other, one of the armies withdraws or the army as a whole is broken (See finishing a battle below).
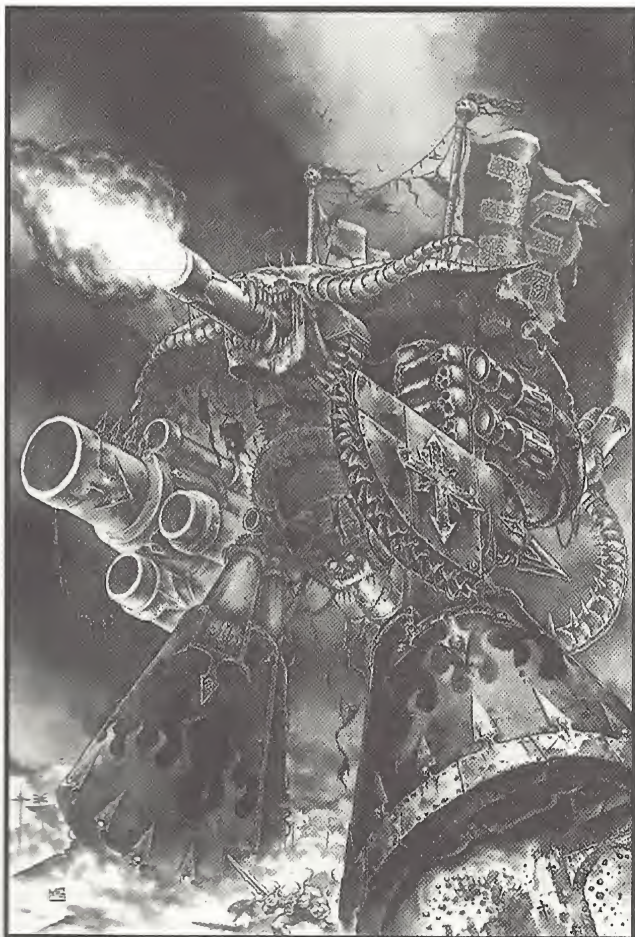
All mission cards, objective markers and other special playing cards not described in these rules are NOT used in these games at all, so put them all away.

Fighting Battles on a Warhammer 40,000 scale

Terrain is generated in the method described on page 9 of the Warhammer 40,000 rulebook. The game is fought as normal using the rules outlined above.

Fighting Battles on an Epic scale

Set up terrain as you would for a normal Epic game using the rules from Space Marine or Titan Legions. The game is fought as normal using the rules outlined above.

If an Epic army fights against a 40K army then set up the 40K army using Epic miniatures. This should be possible in most cases. In the rare case of a model not existing then improvise as best you can. If you have an odd number of models to make a troop stand, ie: 3 models instead of 5, then round up. You will need 3 models or more to make a troop stand. 2 or less means they will count as Reserves (See below). Models converted from 40K to Epic or vice versa will be assumed to have the weapons and equipment that they come with in Epic.

For example a Space Marine Epic stand is assumed to have four marines armed with bolters and one marine with a Missile Launcher.

Reserves

Before a game of any type, be it 40K or Epic, then each player must decide which troops are being used in the battle and which are being held in reserve. Troops which will act as reserves are any vehicles you have in an army but do not have enough models for and any other troops which you wish to come into the battle later in the game.

You must write down which turn you want the reserves to enter the battle on and which troops you want to join in with. When the turn arrives they must make a Ld test using the highest Ld of the reserves coming on and if they are successful they may come on at the start of your turn anywhere along your table edge. If they fail the Ld test then they must wait until your next turn and must then pass a Ld test as above.

In Epic make a D6 roll requiring equal to or greater than the reserves morale value to come on during the turn you want them to. If they fail roll again next turn. Use the highest morale value in the reserves you want to bring on to test with.

After a battle any reserves will join the army in whatever they are doing. If the army lost the battle and are withdrawing or breaking then they will too (See finishing a battle below). If the army won then the reserves join them to heal the wounded and mourn the lost. But if the army was completely destroyed then the Reserves count as broken and retreat one square back from the battle. They are now on their own.

Finishing a battle

A battle may end in a number of different ways. Your army may break from the battle (See breaking from battles below), they may make a tactical withdrawal (See withdrawals below) or you could be completely destroyed or may simply surrender. An army which is completely destroyed or surrenders is lost so erase the army list and remove the pin from the map.

Breaking from Battles

During a battle your soldiers may become disheartened with the way the battle is progressing, for example if they lose a lot of their comrades they may not want to fight on any more or they may fight on for revenge. To represent this on the battlefield as soon as your force as a whole has taken 25% casualties during any battle you must make a Leadership/morale check to see whether they will fight on. Test using the highest Ld or Morale value left alive in your army. This Ld test is made once per turn as soon as 25% casualties have been taken.
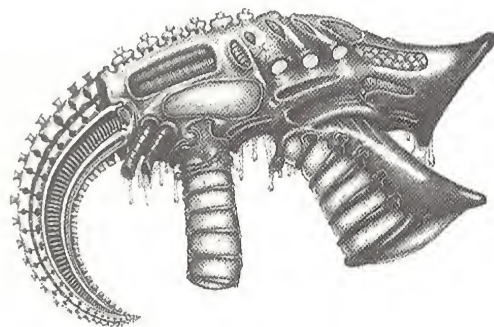
If the Leadership/morale check is failed then the broken army leaves the battlefield immediately. All models in hand to hand combat will fight it out but with a -2 to their combat resolution or CAF. If they kill their opponent then they turn and run. Leaving the battlefield after their comrades. Otherwise they will not leave the battlefield at all.

MOVEMENT DIFFERENCE MODIFIER TABLE (40K)

Pursuer/Fleer>	3" Less	4"-5"	6"-7"	8"-12"	13"-18	"19"-25"	26"-35"	36"+
3" or Less	0	+1	+2	+3	+4	+5	+5	+5
4" - 5"	-1	0	+1	+2	+3	+4	+5	+5
6" - 7"	-2	-1	0	+1	+2	+3	+4	+5
8" - 12"	-3	-2	-1	0	+1	+2	+3	+4
13" - 18"	-4	-3	-2	-1	0	+1	+2	+3
19" - 25"	-5	-4	-3	-2	-1	0	+1	+2
26" - 35"	-5	-5	-4	-3	-2	-1	0	+1
36"+	-5	-5	-5	-4	-3	-2	-1	0

Space Marines which fail a Ld test in this way will become Shaken, this means that all of the Marines count as shaken and any that were Shaken become Broken. Space Marines may attempt to rally as usual but any which are broken leave the battlefield immediately.

Next see Pursuit below to determine whether the army escapes successfully. The army may try to rally in the End phase otherwise they will go onto Fall Back orders next turn.

Withdrawals

During any battle a player may wish to withdraw to save their troops lives. A withdrawal is where all of the models on the table leave over their own table edge. Once all of the models left alive move over the table edge then they have withdrawn. Next see Pursuit below to determine whether the whole army escapes successfully.

Any armies which withdraw on turn 1 will count as broken and unless they are rallied in the End phase will be broken and go onto Fall Back orders next turn. Any army which withdraws from turn 2 or onwards is making a tactical withdrawal and so just needs to make a fleeing test as described below.

Pursuit

Make a pursuit roll after the battle has ended and all models on the table belong to the winning side. An army which is broken or withdrawing can be pursued. The opposing player may decide not to pursue in which case the broken or withdrawing army escape successfully.

Pursuit is worked out as follows:

In a 40K game compare the fastest basic Movement/Fast Speed in the army with each other using the movement difference modifier table above. The army which is broken or withdrawing is along the top and the army pursuing is down the side. The modifier where the two lines cross is applied to the dice roll as described below.

In an Epic game compare the fastest Move for each army with each other using the Movement difference modifier table below. Again the army which is broken or withdrawing is along the top and the pursuer is down the side. The modifier where they meet is made to the dice roll below.
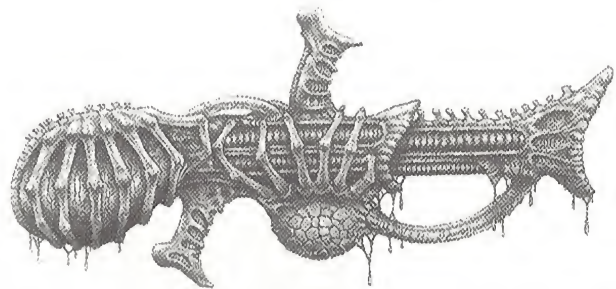
After the movement difference modifier has been ascertained the player whose army is broken or withdrawing rolls a D6. Add or subtract any movement difference modifiers and an additional -1 subtraction if the army is broken. Also add on the number of turns that have passed in the game between the last model to leave the tabletop and the end of the battle. This represents your men dying valiantly so that others may escape.

MOVEMENT DIFFERENCE MODIFIER TABLE (EPIC)

Pusuer/Fleer>	5 Less	6-15	16-25	26-35	36-45	46-55	56+
5 cm or less	0	+1	+2	+3	+4	+5	+5
6 cm - 15 cm	-1	0	+1	+2	+3	+4	+5
16 cm - 25 cm	-2	-1	0	+1	+2	+3	+4
26 cm - 35 cm	-3	-2	-1	0	+1	+2	+3
36 cm - 45 cm	-4	-3	-2	-1	0	+1	+2
46 cm - 55 cm	-5	-4	-3	-2	-1	0	+1
56 cm+	-5	-5	-4	-3	-2	-1	0

INJURY TABLE

D6	Result
1-2	Dead! Remove the model from the army list.
3-4	Serious wound. Alive but will need help to leave the battlefield (See Below).
5-6	Flesh Wound. Leaves the battlefield under own strength and may fight in the next battle as normal.

A result of 1 indicates that the army has been completely destroyed as they were running away. A roll of 2 or more indicates that they got away. An unmodified dice roll of 1 is always a fail and a 6 a success though no matter the number of modifiers.

Retrieving the wounded

After a battle the dust settles and the dead are counted. Those who flee the field of battle can carry any casualties with them from the battlefield. But some brave souls can stagger off under their own strength to escape the death and carnage that is battle.

Vehicles, Titans and the Tyranid equivalents cannot be retrieved and healed because they are too large for other troops to simply help off of the table. Any which are completely destroyed in battle are removed from the army list as casualties. If they were just damaged then they will be

repaired in the End phase as normal. For each troop stand, single trooper and character that is a casualty during a battle roll a D6 and consult the Injury table (Left) to see whether they leave the battlefield themselves or if they need help. Space Marines have super-human bodies and so may add +1 to the following table.

For every model or troop stand who is seriously wounded you will need to look at the table below and discover how the loser of the battle lost and what the modifier is to retrieving each wounded trooper. The None result means that no troops can be retrieved at all.

Then roll a D6 for each seriously wounded model or troop stand and add the modifiers above. A score of 5 or more is required to carry a model or troop stand off to safety. Add +1 if the army has a medic or other medically minded troop with them as they know what they are looking for when retrieving injured men. Any troops which are retrieved are healed but any that are not die so remove them from your army list.

RETRIEVAL TABLE

	Battle Winners	Battle Losers
All Casualties	Retrieve +2	None
Withdrawal	Retrieve +1	Retrieve
Broken	Retrieve +1	Retrieve -1
Surrender	Retrieve +2	None

Any models killed by Vortex Grenades, Vortex Missiles, psychic powers or any other form of killing through the warp should be put seperate to other models killed. This is because they are automatically killed and cannot be retrieved so remove them from the army list.

Characters and models with multiple wounds receive the best medical attention and will receive all of their wounds back ready for the next battle provided they were not casualties. They will get all of their wounds back if they were retrieved. Any characters which die are removed from the army list.

Victory Points

After the battle is over add up the victory points that each player has earnt. This can be a tricky process when some company or detachment cards may be split up. Try to work out the VP's as accurately as possible. If an army was completely destroyed then they will get no VP's at all. The Victory Points are worked out before casualties are recovered and retrieved, this is because you get VP's for everything wounded but they may not necessarily be killed. These VP's now become Experience Points (EP's). These can be spent in the End phase to make your armies troops better and therefore more experienced. See Experience below for more details.

After all of the battles have been fought and all of the wounded have been retrieved then the Battle Phase is over and it is time to move on to the End Phase.
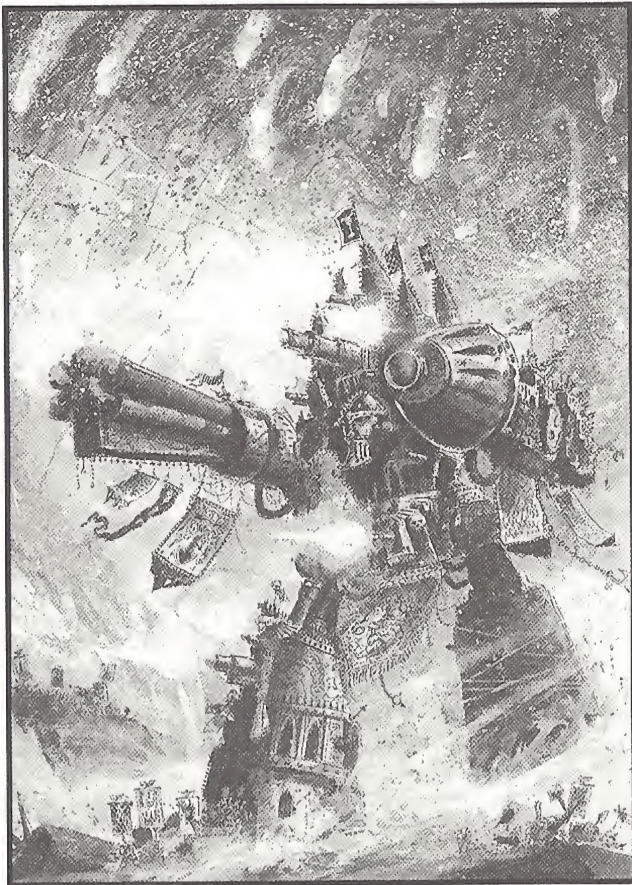
END PHASE

Repairs

Any damage to any vehicle, field gun, tank or Titan is repaired quickly enough to fight that same day unless they were completely destroyed. If they are completely destroyed then remove them from the army list.

Rallying

Any armies which are broken can be rallied now. Make a Ld test for each army using the highest Ld characteristic in the army. If they pass then they may move and fight as normal next turn. If they fail however then they immediately go on to Fall Back orders next turn. If a broken army is attacked then they must fight out the battle they may not run for it until a further 25% casualties have been inflicted on them.

Experience Points

At this point you may spend any EP's you have earnt from your battles on your armies to make them better. The experience rules are in the next copy of the Citadel Journal and will be covered in detail. If you have issue 11 then you can spend your EP's now.

HQ bases

A HQ base has the following special rules. Any broken army which reaches its HQ base is immediately rallied and may move out again next turn as normal. Any army at its HQ base may buy extra weapons and equipment at half points cost in EP's. Wargear cards can be bought at full points cost in EP's at a HQ base.

Splitting Armies up and Joining them together

During the End Phase you may split an army up into a smaller detachment. For example you may want to detach a fast vehicle to scout out the enemy ahead of you, or you may pick up an army which has few survivors left. You may also join some models into a larger army for example a 40K army which has few survivors left joins another for protection. Firstly the two armies must be in the same square when they split or join and they can move as usual next turn so give them separate orders.

When splitting an army up just take another pin for the split off army, write an army list for them and remove them from the original one. When joining armies together remove the old pin, delete the old army list and add them to your new army list. A split off army starts with no Eperience Points but an army which joins another may add their EP's to the total score for that army.

Sometimes when joining or splitting an army you will find that they do not meet with the limits and specifications of the army lists. The only restriction with doing this is that they are not split down lower than the number of troops on an Epic base, which is usually five. For example you cannot have less than 5 Space Marines split apart. The only way they could be split up to anything less is if someone from the squad dies in battle. Other than this there are no other limitations on splitting armies up or joining them together.

Army Rating

If there have been any changes to your army lists then you will need to recalculate your army rating. Use the table under the choosing armies section to recalculate the army rating. Remember that an army with an army rating of 15 or less and can be represented on a tabletop using 40K miniatures and rules, is a 40K army.

After all of the wounded have been rolled for and all amendments are made to army lists the End phase is over which means the start of a new turn. Any armies that were completely destroyed during the turn are removed from the board and then play is ready to begin at the start of next turn.

Well that is the end of this first part of the Mega Wars article. We hoped you all liked it. However, if you have a problem with any of these rules then send us a letter. Constructive criticism is welcomed and we may make some changes due to some of your comments. Any amendments will be included with the second part of this article in two months time. See you then.

BLOOD BOWL®

ITS NOT JUST THE CROWD THAT GOES BERSERK

By Journal readers, yes you

After climbing out from under the postbag with "Norse Blood Bowl letters" stamped on it. My first thought was, "What hit me?" Then I thought, "What a good idea!" And to this end I have compiled the best bits of your letters and a few ideas of my own and created this article. You may recognise some of your ideas here and I would like to take this opportunity to thank everyone who sent in ideas about Norse in Blood Bowl. Without further gibberish here are the wildest humans in the world, the Norse.

Norsca is a frozen land of ice wastes and snowbound plains. High mountains where the wolves howl their chilling calls fill the skyline of the people who call this freezing hell, home. They are the Norse. A wild and barbaric people who have been shaped by the landscape they live in. Oh and they also have a tendency to enter a bloodmad frenzy and froth at the mouth.

When Blood Bowl first became popular several decades ago, it was not long before the Norse fell in love with the sheer mayhem of the game. Many teams joined the NAF in force and proved themselves worthy in the Blood Bowl arena. In fact the Vynehiem Valkyres won the Blood Bowl twice before the collapse of the NAF.

After the NAF collapsed the Norse players returned to their homeland and continued to fight their tribal wars, go off conquesting to far off lands and all the rest of the other Norse type things (Which we shall not mention, this is a family magazine you know). But one day, just after tea, a Norseman got off a boat which had come from the Old World and screamed, "Blood Bowl's back!", at the top of his voice.

That was it. The Norse were back into the Blood Bowl arena and have taken to the new game even better than the last. They do have a tendency to forget about the ball but this is not

a problem because the Norse are not in this for the touchdowns. They are in Blood Bowl to inflict as much pain upon their friends and enemies alike. The bloodier it gets the better they like it!

The Norse are a hard team who hit hard, play hard but ultimately are not that good with the ball and may not necessarily win games this way. But they are a lot of fun! At the bottom of this page is the chart which shows all of the player types that are available to the Norse. You will notice that they have an average AV. This is because they generally don't wear much armour. Just a spiky codpiece here, a horned helmet here. You know, that kind of thing.

Player	General	Agility	Strength	Passing
Thrall	*			
Thrower	*			*
Huscarl	*		*	
Berserker	*		*	

Norse may buy Wizards, apothecaries, coaching staff and cheerleaders just like any other team. There are also three Norse Star Players included in this article. They may be bought just like other star players. When your players become star players use the above table to see which new skills they can gain.

Weather and the Norse

When you roll to determine the weather then follow the special rules below if Sweltering Heat or Blizzard are rolled up. Norse are not used to sweltering heat at all and so will collapse on the roll of 1 or 2 instead of 1 after every

Qty	POSITION	MA	ST	AG	AV	Skills	Cost	
0-12	Thrall	6	3	3	7	Block	50,000	
0-2	Thrower	6	3	3	7	Block, Pass	70,000	
0-2	Huscarl	6	3	3	7	Block, Dauntless	70,000	
0-4	Berserker	6	3	3	7	Block, Frenzy, Jump Up	90,000	
Reroll counter: 60,000 GP's								

Norse like to eat wild Mouse and Snotlings for pudding.

WOLFHOWL BLACKSCAR
NORSE BERSERKER

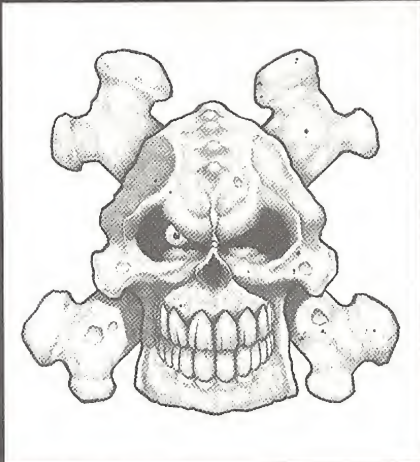|	
MOVEMENT	6
STRENGTH	4
AGILITY	3
ARMOUR	7

SKILLS
Block
Frenzy
Jump Up
Mighty Blow
Dauntless

TEAMS
NORSE

SPECIAL
NONE

160,000 GOLD PIECES

ICEPELT HAMMERBLOW
SNOW TROLL

MOVEMENT	4
STRENGTH	6
AGILITY	1
ARMOUR	9

SKILLS
Regenerate
Mighty Blow
Block

TEAMS
NORSE

SPECIAL
NONE

160,000 GOLD PIECES

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touchdown. During a blizzard the Norse come into their own and will only slip over on the roll of 1 and can attempt to throw Long Passes.

Miniatures

When you are using the Norse team on the Blood Bowl pitch you can use either the plastic Human team that comes in the Blood Bowl game or you can get hold of some old Norse miniatures and cut their weapons off. You can simply convert a lot of miniatures into suitable poses so that they can represent Huscarls, Berserkers or even the star players below. Go on have a go! We will welcome any photos of nicely modelled Norse and if we get enough we may do a page of Norsemen in the Journal.

Woof Woof Special Rules (No Penalty Roll)

If Ulrik injures a Skeleton and causes an badly hurt, serious injury or Dead result then he runs off with the Skeletons leg bone to bury it in the dug out. Ulrik is placed in the reserves box of the dugout where the coach tries to convince him to go back out there. Nobody is stupid enough to try and get the bone back off Ulrick so the Skeleton cannot be repaired so remove the Skeleton from the team roster. Ulrick will come back on after the next touchdown is scored or the begining of the second half, whichever comes first.

If there is a Treeman on the pitch then at the begining of each turn roll a D6. On the result of 1 then Ulrik must head straight towards him to answer the 'call of nature'. If Ulrik reaches the Treeman, or if he is already standing adjacent to him, then roll a D6. On a dice roll of 1 Ulrick may do nothing this turn as he lifts his leg and does the natural thing. You may find this makes Treeman really angry, Ulrick, however, does not know why.

ULRIK WUULFSON
ULFWERNER

MOVEMENT	7
STRENGTH	4
AGILITY	4
ARMOUR	8

SKILLS
Block
Dodge
Frenzy
Razor Sharp Claws

TEAMS
NORSE

SPECIAL
WOOF WOOF

170,000 GOLD PIECES

You are allowed to photocopy this if you really want to.

DEATH FROM THE SKIES

By James Funnell

**Rules for the mighty Thunderhawk gunship, one of the most feared
and deadly war machines of the 41st Millennia.**

MODELLING THE THUNDERHAWK GUNSHIP

I love using Thunderhawk gunships so much in Epic that one day a couple of weeks ago I thought "wouldn't it be cool in 40K", so I made one during my lunch hours. It didn't take long and you can see it over the next few pages. It is made from all sorts of bits and pieces, including Thick card board, Cornflakes box, smarty tubes and parts from Leman Russ and Rhino plastic kits. To get the size and the looks right I scaled up the Epic Thunderhawk. As I didn't have a clue how pieces were going to fit together I used a lot of trial and error, but I think the end result looks quite good (after a lot of filling with milliput), if a bit rough and ready.

To give you a rough idea of how big a Thunderhawk model should be, mine is 30.5cm long, the hull is 6.5cm wide with a wing span of 21cm. the model is about 11cm high to the top of the tail fin.

Good luck with your model.

The Thunderhawk gunship is the Space Marines primary attack landing craft, used where drop pods are too inaccurate and large landing craft are slow and cumbersome. The precision strike that the Thunderhawk provides grants the Space Marines a lightning fast deployment and strike capability that terrifies the enemies of the Imperium. The foes of Mankind constantly live in dread of the sonic boom that indicates the sudden arrival of the Emperors finest and certain doom to those that oppose him

Many battles have been won with the sudden strike of a Thunderhawk gunship, although quite large the sheer speed that they travel at makes them difficult targets until the last second when they rapidly decelerate and touch down, only to dust off seconds later in a storm of fire, leaving death, carnage and its lethal payload of Space Marines behind it in the heart of enemy territory.

Only the Space Marines are allowed to use this fine piece of technology. No other troops are trained well enough or have the lightning fast responses needed to make a successful Thunderhawk strike.

USING YOUR THUNDERHAWK GUNSHIP

Thunderhawk gunships are dropped from orbiting space ships, as they reach atmosphere their powerful jets kick in and they tear away through the sky. In a game of Warhammer 40,000 there are many ways to use the Thunderhawk gunship. It may have landed prior to the battle or perhaps it's still in the sky, heading at terrific velocity towards the gaming table. To represent the huge flexibility offered by the Thunderhawk there are three ways that it can be used in a game, these are.

Thunderhawk gunship "dusting off" after dropping of its payload of Space Marines.
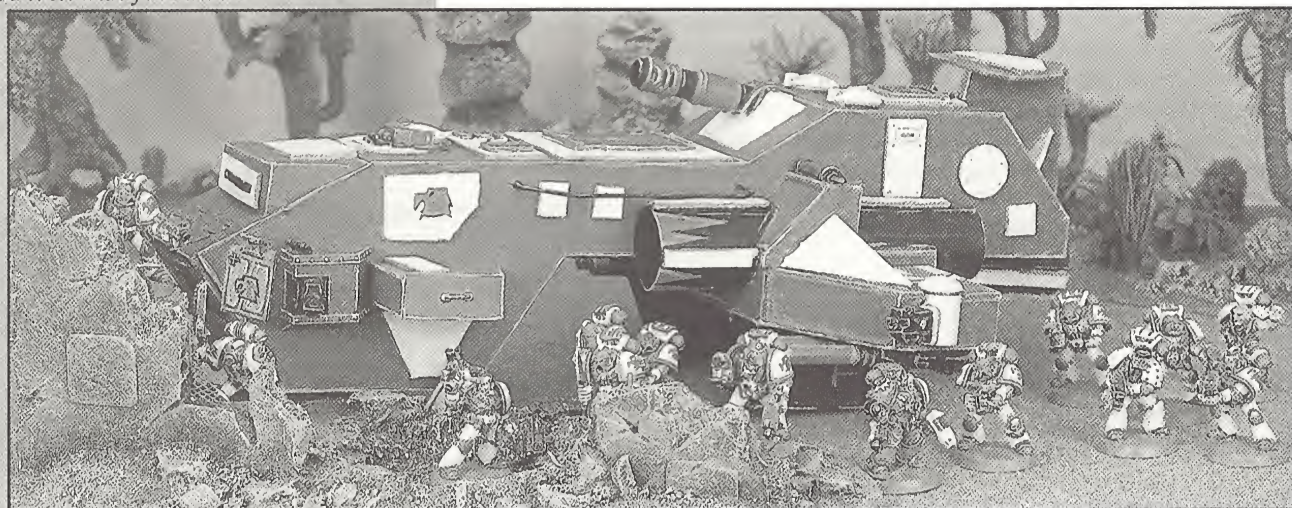
LANDED

The Thunderhawk starts the game on the table, it may be positioned anywhere inside your deployment zone and counts as landed, a Thunderhawk gunship that has landed may only fire its Heavy Bolters and Battle cannon. The Thunderhawk may declare that it is "taking off" at the beginning of any of its turns (see Taking off).

STRAFING RUN

The Thunderhawk makes a strafing run over the table. To make a strafing run the Space Marine player must declare this action at the beginning of his turn, he then makes a leadership test to see if the Thunderhawk appears this turn. If the test is failed the Thunderhawk does not appear and you may try to make a strafing run again in your next turn.

When the gunship appears you may place it on any table edge and point it in any direction. The Thunderhawk then moves in a straight line across the table and exits the board on the opposite table edge. It may fire all of its weapons at any point during its movement using the standard targeting rules. Also if the Thunderhawk is carrying Assault troops that are equipped with jump packs they may exit the Gunship at any point during its move, troops deployed in this manner may not charge and can land up to 5 inches away from the Thunderhawk . Deviation is worked as usual but troops that scatter will travel D6" in the direction shown on the scatter dice instead of D3".

Enemy troops that are on overwatch may fire at the Thunderhawk as it goes past but suffer a total to hit penalty of -3 due to its speed, no other modifiers are used

Once a Thunderhawk gunship has made a single Strafing run it will take no more part in the battle.

FAST ASSAULT

The Thunderhawk Touches down. You may declare that your Thunderhawk is touching down at the beginning of any Marine turn but before you do anything you must take a leadership test to see if the Thunderhawk enters the table when you want it to in the same way as you would for a "Strafing Run". When the Thunderhawk appears you may place it on any table edge, pointing in any direction and move it in a straight line on to the table, it may land at any time and may turn on its under jets to point in any direction when it has landed. The Thunderhawk may fire all of its weapons as it is coming in to land at any point during its movement using the usual targeting rules.

Enemy models that are on over watch may fire at the Thunderhawk as it comes in to land and count a total to hit modifier of -1, no other modifiers are used.

In the turn that it landed any troops being carried on board may disembark as usual (place in base to base contact with front end of the Thunderhawk and may then move as normal).
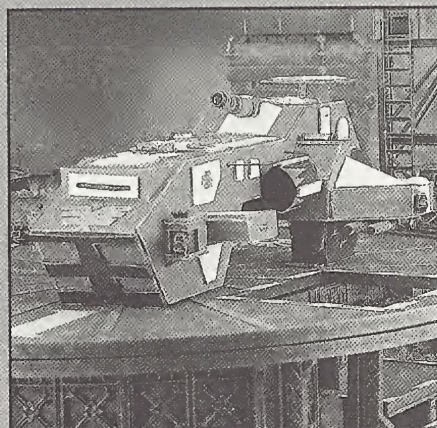
At the beginning of every subsequent Space Marine turn the Thunderhawk may decide to "Take Off" (see Taking off) or " Stay Grounded ". A Thunderhawk that stays grounded may not move but can its Heavy Bolters and Battle cannon.

(at the end of its move). it will not come back and is assumed to have returned to base.

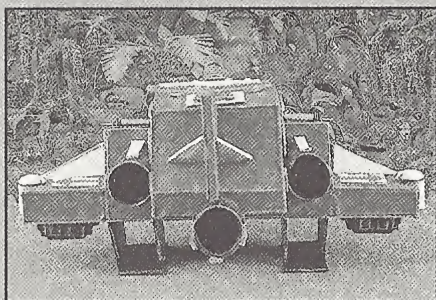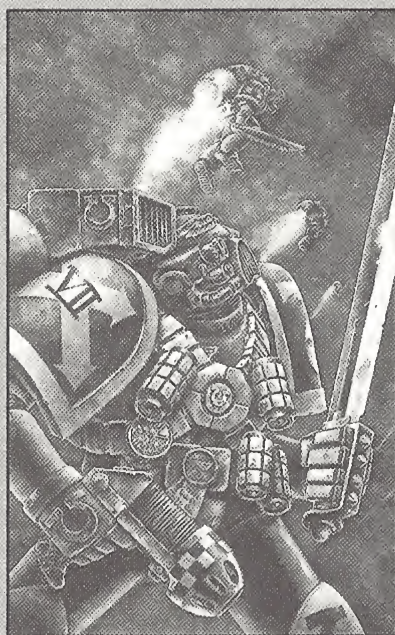Thundehawk awaiting lift off orders on a launch pad.

Hear we sneak up upon the unsuspecting landed Thunderhawk, a marvel of technology. Of particular note are the powerful engines that are made especially on planet Smarty tube.

DUSTING OFF

The Thunderhawk may declare that it is taking off at the beginning of its turn, it will lift off and move 4D6 inches in any direction (it may turn by any amount as it takes off, it then moves in a straight line) before disappearing into the sky. The Thunderhawk may fire ALL of its weapons at any point during its movement.

Enemy models that are on overwatch may fire at the gunship as it goes past but suffer from a total to hit penalty of -1, no other modifiers are used.

When the Thunderhawk leaves the table (at the end of its move) it will not come back and is assumed to have returned to base.

TRANSPORT CAPABILITY

The Thunderhawk Gunship has the capability to carry up to 30 Space Marines in power armour. Terminators count as 2 Space Marines.

Support weapons, such as the Tarantula can also be carried and these count as 2 Marines for the weapon and 1 Space Marine per Servitor crewman. Note that the Thunderhawk does not have to transport 30 models, indeed you do not have to transport any models at all.

WEAPONS

The Thunderhawk is equipped with a number of different weapon systems, these are:
4 slaved heavy bolters,
1 battle cannon,
4 Weapon Pod Hard points.

The slaved heavy bolters are fired by the gunner and are linked in a special weapons targeting system. The gunner selects a target (the closest infantry or vehicle) and all heavy bolters that have the target in their field of fire will fire at that target. Each heavy bolter is shot separately so a jam will not effect the entire system, just the heavy bolter that jammed! The heavy bolters are also fitted with powerful cooling systems and powered ammo feeds which allows each heavy bolter to ignore 1 jam per turn. Because the heavy bolters are slaved together it is likely that only a couple of them will be able to fire (two to the right hand side for example).

The battle cannon and the weapon pods are fired by the pilot and have a

45° field of fire to the front of the gunship. If both battle cannon and weapon Hard points are fired by the pilot then both must be targeted at the same enemy model.

The Thunderhawk is Crewed by two Space Marines the pilot and the gunner, however any models being transported may fire one of the weapons systems listed below. In the case of the Heavy Bolters they can be fired manually at separate targets if a transported model is firing them.

4 heavy bolters,
1 battle cannon.

A single transported model can fire a single heavy Bolter.

WEAPON PODS

The Thunderhawk gunship has 4 weapon mounts, 2 under each wing and the Adeptus Mechanicus have designed a number of interchangeable weapon pods that can be mounted in these positions.

Each type of weapon pod has its own points value and you are allowed to mix the different pods. Some pods have to be bought in pairs and others will take up multiple weapon Hard points.

It is up to you how many weapon pods your Thunderhawk has been equipped with, it may have 2, 4 or even none at all. It may not have odd

numbers of weapon pods (1,3).
The following list details all of the different pods any restrictions that apply and special rules.

MULTI - LASER POD

Each pod takes up 1 weapon hard point, however a Thunderhawk is always equipped with a pair of multilasers, so you can have 2 or 4 Multi lasers.

Each pair of multi lasers will fire at the same target but shots are taken separately.
Each pair of Multi lasers costs -
90 points

LASCANNON POD

Each pod takes up 1 weapon hard point and contains a single Lascannon.

All Lascannon must fire at the same target, but shots are worked out separately.
Each Lascannon pod costs -
40 points

RAPIER PODS

Each rapier pod takes up 2 weapon hard points, Rapiers are always mounted in pairs so they will take up all of the weapon hard points on the Thunderhawk Gunship.

The rapiers have to fire at the same target, all shots are worked out separately.

The pair of rapiers cost -
100 points

VITIATOR POD

A Vitiator pod contains many technical devices to confuse and misdirect fire that is targeted at the Thunderhawk, A Vitiator takes up 1 weapon hard point and only 1 may be mounted on a Gunship at a time.

A Thunderhawk Gunship that is equipped with an Vitiator makes it very hard for missiles to lock on to the ship.

If a missile hits the Thunderhawk a Vitiator allows you to make a Jamming roll. Roll a D6 and consult the table below.

A Vitiator pod costs - **15 points.**

JAMMING TABLE

1-3	The Vitiator fails to jam the missile and the Thunderhawk takes the hit as usual.
4	The Vitiator confuses the missile and it detonates prematurely. If the missile has a blast template it may still catch the Thunderhawk in the blast. Resolve the missile hit as if the Thunderhawk was partially under the Blast template (randomly determine one locaton which is hit)
5-6	The Vitiator jams the missiles targeting system and it veers wildly of course missing the Thunderhawk completely.

SCANNER POD

Powerful scanning devises are contained in this pod allowing the Thunderhawk to scan a vast area of terrain for enemy troops, any hidden enemy models that are within 24" of the Thunderhawks landed position are spotted. and may be shot as usual from now on.

The Scanner takes up 1 weapon hard point and costs - **15 points**

HUNTER MISSILE POD

Each missile pod takes up 1 hard point and contains a single Hunter killer missile

The missile must be targeted at an enemy in the Thunderhawks forward 45° fire arc but otherwise performs exactly like a Hunter Killer from the vehicle cards.

The hunter missile pod costs -**30 points.**

BLASTER MISSILE POD

Each missile pod takes up 1 weapon hard point and contains a single Blaster HE missile.

A Blaster missile has a range of 40", S = 5, DAM = D3, SAVE MOD = -2 with a 3" blast area.

Each Blaster missile costs -
40 points.

CLUSTER BOMB PODS

Each cluster bomb pod takes up 1 weapon hard point and contains a single cluster bomb.

A Cluster Bomb contains a number of grenades which spread out over the target area to cause mass destruction and confusion.

Many types of grenade can be loaded in to a cluster bomb and the usable ones are ,

Melta, Frag , Plasma and Photon flash.

The Melta shells have the same profile as a Melta missile.

To use a cluster bomb simply place a marker anywhere along your flight path and roll a scatter dice and 1D6, if an arrow is rolled move the marker by the amount rolled on the D6" in the direction indicated, if a HIT is rolled then the bomb has landed on target.

When you have determined where the bomb lands place a template of appropriate size (depending on grenade used, frag 2" etc) and place its centre over the marker, any models underneath may be hit by the grenade (use the standard blast marker rules). now roll a D6, this is the number of extra grenades that detonate. Each grenade will deviate D6" in a random direction (use the scatter dice) from the centre of the original blast hitting any model underneath in the same way as the first grenade.

Cluster bombs cost:

Frag	**40 points**
Melta	**60 point**
Plasma	**50 points**
Photon flash	**25 points**
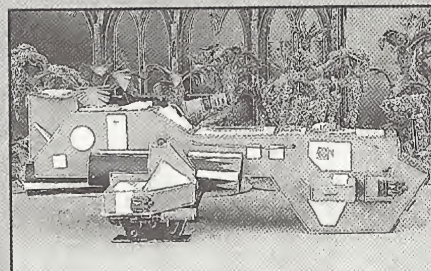
A Thunderhawk awaiting the return of it's Space Marine passengers, notice the use of Leman Russ side sponsons.
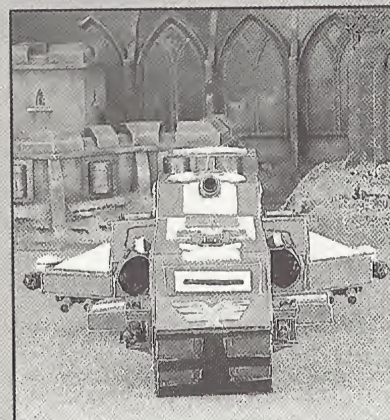
Head on attack, This was the last thing that Ork Warlord Mazgit Nutta saw as he assaulted an Imperial stronghold that had recently been reinforced with Space Marines.

THUNDERHAWK GUNSHIP

VEHICLE DATA

CREW:
1 MARINE PILOT
1 MARINE GUNNER

RAM VALUE:
STRENGTH 7
D6 DAMAGE
-3 SAVE

MOVEMENT:
SEE RULES

TYPE: SKIMMER

WEAPONS
1 **Battle cannon** with a targeter and a 45° field of fire to the front. 4 slaved **Heavy Bolters** with targeter and **4 weapon hard points** (see text for full details of weapon systems). May be fitted with **Auto Launchers** loaded with **frag** or **blind grenades** at + 5 points.

WEAPON DATA

WEAPONS	RANGE SHORT	LONG	TO HIT SHORT	LONG	STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
Battle cannon	0-20	20-72	-	-	8	2D6	-3	3D6-8	2"Blast Marker
Heavy Bolter	0-20	20-40	-	-5	5	D4-2		D6+D4+5	Sustained fire
Auto launcher	6				As grenade type				
Frag grenade	-	-	-	-	3	1	-1	D6+4	2"Blast Marker
Blind grenade	-	-	-	-	-	-	-	-	2" Blast Marker

POINTS VALUE 300 + weapon pods

	ARMOUR		
D6	LOCATION	FRONT	SIDE/REAR
1-3	Hull	20	18
4	Weapon*	17	15
5-6	Engine	15	15

*The weapon nearest to the attacker is hit

Hull Damage Table

D6

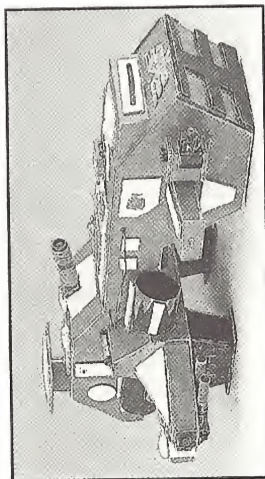**1** The Pilot is killed. If the machine is airborne it will crash 4D6 inches from its landing point in a random direction destroying itself and all passengers. Any model within 3" of the crash site will take D6 S10 hits with a -3 saving throw modifier. If the Thunder Hawk has landed it will not be able to take off.

2-3 A large explosion tears through the crew compartment. Roll a D6 for each model on board the ThunderHawk. On a roll of 5-6 they are hit and killed.

4 The Electrical systems are damaged, and go haywire. Roll a D6 for each weapon, on a 4,5 or 6 a short has occurred, roll on the weapon damage table.

5 A massive explosion tears away part of the Thunder Hawk. Crew will be hit as in result 2-3 and weapons may be damaged as in result 4, additionally the Thunderhawk may no longer take off and must remain grounded for the rest of the game. If the Thunder Hawk was airborne this turn it will crash as in result 1.

6 The Thunderhawk's ammunition explodes. the Thunderhawk is destroyed, all models on board are killed and any model within 4" of the Thunderhawk suffer D6 strength 10 hits with a -3 saving throw modifier.

Weapon Damage Table

D6

1 The weapon is jammed or partially damaged and can only be used if you first roll a 4+ on 1D6.

2-5 The weapon is torn from the Thunder Hawk and destroyed.

6 The weapon explodes! The explosion flashes back to the Thunderhawks hull bypassing all armour, and causing a secondary explosion. Roll on the hull Damage Table and modify the result by -1 to find out what effect this second explosion has.

Engine Damage Table

D6

1 The Thunderhawk's controls are damaged, making it difficult to control. The Thunderhawk may only move or attack if you first roll a 4+ on a D6 (for each weapon).

2-3 The cooling system for the Thunderhawks engine is damaged and the engine starts to overheat. Roll a D6 at the beginning of each player's turn: the machine explodes on a roll of 1. Any models within 4" suffer D6 Strength 10 hits with a -3 saving throw modifier.

4-6 The Thunder Hawk's engine explodes, killing the crew and causing D6 Strength 10 hits with a -3 saving roll modifier on all models within 4".

LIBER ILLUMINATAI

This issue we feature the work of Toby Hynes from Hersham, Surrey.
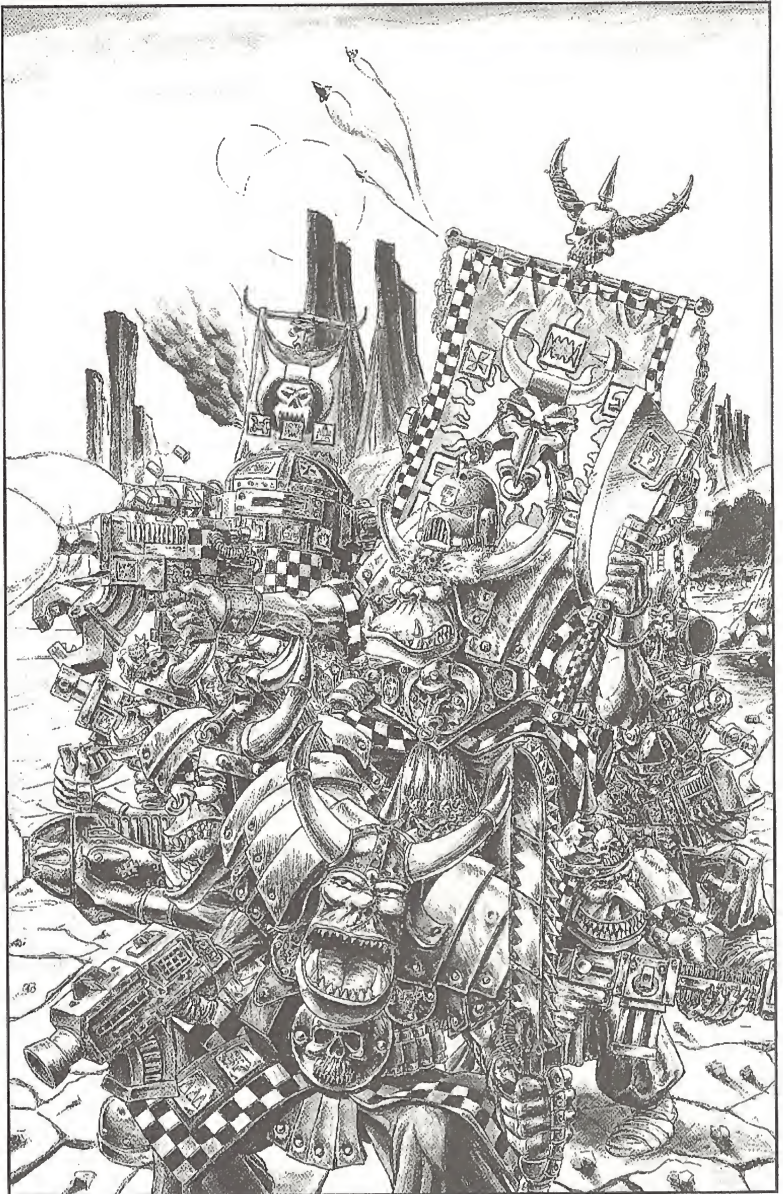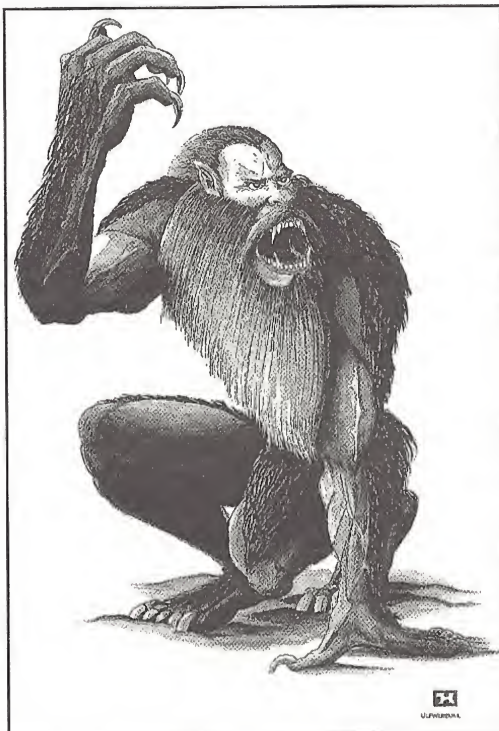
On this page you can view Toby's interpretation of the Norse Shaman (top left) and the Ulfwerenar (bottom left) from the Norse army list presented in issues 6, 7 and 8 of the Journal. Also, above there is Toby's depiction of an Ork column in a savage battle of Warhammer 40,000.

If you are a budding artist and want some work of yours to be presented on this page of the Citadel Journal then send us a copy of it (we would prefer it if you sent your work to us in a stiff envelope so that the post doesn't ruin it). If you include a SSAE we will send your drawings back to you, and any we think worthy will find themselves on this page. So get those pens and pencils scribbling!

BLOOD BOWL

COACHING IN BLOOD BOWL

By Jeff Ruddle

In this article Jeff explains all about coaches and guess what, you can get your players extra skills for the price of hiring a coach. Good hey!

Blood Bowl is no longer the sport it used to be, filled with players having fun and beating the living hell out of each other. Now it is big business with millions of Gold Pieces invested in the big teams. Wages are increasing all the time and it will not be long before a 200,000 GP player comes along.

Strangely enough competition is high in all aspects of the game from actually playing, to cheerleeding, to being a Blood Bowl talk show host on Cabal and yes, even coaching. Coaches these days charge a lot of money for their services but many teams are starting to see that these experts can talk to the players and make them believe what they are saying. Most coaches are ex-players themselves and know what it is like to take a blow to the head repeatedly. They know precisely what to say to the players to make them understand what they are coaching. All of the teams executives say "Its like they speak a different language that only they understand".

Coaches can gain your players new skills without the use of star player points!!! In fact these rules bypass SPP's altogether. The coach does this by taking a single player and concentrating solely on them for a while to teach them a brand new skill. Unfortunately not every player can understand what the coach is attempting to teach them and they can easily become confused. Something to do with Blood Bowl being a vicious and brutal sport played by brain donors I think.

Coach Type Table

Coach Type	Hire cost	"Did you Get it" Modifier
"Experts"	50,000 GP's	None
"Old Boys"	100,000 GP's	+1
"Ex-Players"	150,000 GP's	+2

Hiring Coaches

Coaches may be hired during the purchases segment of the Post-Match sequence. The table below shows that there are three levels of coaches. There are "Experts". Those people who know everything about the game but have never played it. They just sit at home and watch it on Cabal. Then there are "Old Boys" who are veterans of the NAF league, "they remember the old game you know, the proper Blood Bowl, oh those were the days". Finally there are the "Ex-Players". They were the best a few years ago but now they are passed it. Jerimiah Kool of the Darkside Cowboys coaching staff is a good example of an Ex-player coach.

The table below shows how much you must spend to hire coaches and also has their "Did you Get It" modifier (See opposite). The modifier represents how good each type of coach is at teaching players new skills. These coaches do count as Assistant Coach's and so may add +1 to the Brilliant Strategy roll on the Kick off table. Just like Assistant coaches you must have a suitable miniature which is painted. You may change your coach's just like players in the Purchases segment. Note you may not retire one of your players and call him an "Ex-player" coach. They become Assistant Coaches.

No Snotlings were harmed in the making of this.

Each coach you hire is an expert in one aspect of the game be it Passing, Catching, Blocking or Fouling. You may only have one of each of these four experts in your team no matter which type they are. So you could not have an Old Boy and an Ex-Player who coach Fouling because "This field 'ain't big enough for the two of us you know". Write down which of these four your coach is on the back of the Team Roster sheet. For Example: write Expert in Passing (+1). You may not need to write the modifier down but it usually helps.

During the star player rolls segment of the Post-Match sequence each of your coaches may take one of your players and train them in their particular aspect of the game. You must choose a skill which is available to your type of coach. This is clearly shown in the table below.

Coach Type	Skill Category
Passing	Passing skills
Catching	Agility skills
Blocking	Strength skills
Fouling	General skills

A Fouling coach also coaches players in other general areas such as blocking and kicking. Some teams may not have certain coaches because they are not allowed skills from that particular category. For example Chaos teams may only have a Fouling coach and a Blocking coach. Undead may not have

Passing coaches. To find out whether your team may have a coach of which type or not check on the Deathzone play sheet. If there is a star beside any players in your team for the first four categories then you may have this type of coach. No coach exists which can create physical abilities.

The Coaching Session

Choose a player who is eligible to be taught a new skill and put the two miniatures together as if they were really having a coaching session. Players which are injured may not be coached and players with niggling injuries must roll a dice and on a 1 may not be coached. Note that you cannot teach new skills to a Star Player or a player who has had more than 7 star player rolls. Do this for all of your coaches until they all have a player to coach. This is so that you cannot forget to coach a player or coach more players than you are allowed to.

Once you have a player assigned to each coach and a skill chosen for them to learn we will let the coach get on with his bit right now.

The coaching session is over so its is now time to make a "Did you get it" roll. This is done by rolling 2D6 and adding the coaches modifier to the result. If the player being coached is being taught a skill that is not usually available to them, according to what the Death Zone play sheet states, then subtract -2 from the dice roll. Then consult the table below to discover whether the player "Gets It" and learns the skill. Add any skills learnt in this way onto the Team Roster sheet. They do not count towards the players star player points total.

"Did You get it" Table	
2D6 Roll	"Did you Get It" result
2-10	"I don't get it????" The player fails to grasp the simple premise of the skill and ends up with a headache thinking about it.
11 or more	"Oh Yea, What a good idea!!" The player understands only too well what the coach is talking about and may add the skill to his roster sheet.

Each type of coach has a favourite skill that they like to teach the most. When they are coaching a player in their favourite skill they may add +1 to the "Did you get it" roll above. The table below shows which coach has which favourite skill. Happy coaching Blood Bowl fans.

Favourite Skill Table			
Coach Type	Old Boys	Experts	Ex-Players
Passing	Safe Throw	Pass	Accurate
Catching	Sure Feet	Catch	Diving Catch
Blocking	Guard	Mighty Blow	Break Tackle
Fouling	Dirty Player	Block	Tackle
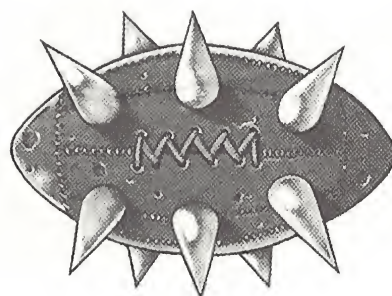
WARHAMMER 40,000

GRETCHIN ROCKET BOYZ

BY WILLIAM CARNOCHAN

Some more completely wild and unpredictable Ork death bringers. Use them if you dare!

Gretchin have always wanted to imitate their big buddies "Da Orks", normally they just get in the way and the Orks take great pleasure in kicking them about a bit.

One day Notsnick, a Mekboy, was tinkering about (as Mekboyz are known to do) and decided to make a little jump pack for one of his Gretchin assistants, the Gretchin was thrilled, he immediately strapped it on ran outside shouting - "look at me I'm a StormBoy" and accidentally activated the jump pack. He shot in to the air leaving a small patch of charred earth beneath him and seconds later crashed to the ground amidst some real StormBoyz, unfortunately the fuel tanks had been ruptured in the crash and promptly exploded, killing every thing close by and incinerating the Warbosses pet squig "Bitzze".

This impressed Notsnick but infuriated the Warboss who promptly chased the silly Mek off with curses and threats to smash iz teef out and use them to pay off some Blood Axes. Notsnick left the Clan and walked off into the country side to

set about making more of the little jumpacks. These new jump packs had been modified a bit and now contained a solid tip of SquigBreffs MK II Nitzstiks explosive. Notsnick gave them to eager Gretchin telling them they could follow StormBoyz in to battle and fly around like predatory Squig Hawks, this worked for a while with impressive results (the Gretchin blew themselves and most other things in to lotz of little bitz) until one day the Gretchin wised up. This was a problem!
(Gretchin wising up is a strange and bewildering occurance that has been known to happen very rarely. Imperial Scientists believe it is caused by a mutant virus, indeed one of the only viruses that is known to effect Ork kinds incredibly resilient genetic make up).

How could Notsnick show off his invention and gain back his place in the mighty Waaaggh? Notsnick was stuck, until one day a Painboy wandered by and proved to be the solution to all of his problems. The Painboy lobotomised the Gretchin and this proved to be just the job! No more would a Gretchins incessant fiddling be his downfall.

ROCKET BOYZ IN BATTLE

To use Gretchin Rocket boyz you need to have a Mekboy and a Painboy in your army, the Mekboy will always be Notsnick as he jealously guards his invention. Notsnick must accompany the Rocket boyz in to battle.

The jump packs are operated by Notsnick who has a special radio control Activator so that the Gretchin can be launched from a safe distance.

In every Ork movement phase roll the scatter and artillery dice for each Gretchin Rocket boy to see if they wander off. The Gretchin will move half the distance indicated in the direction shown on the scatter dice, a HIT result on the scatter dice means the Gretchin stays still and can be turned in any direction that the Ork player wishes, if a MISFIRE is rolled then something has gone wrong with the gretchin and you must roll on the insanity table.

INSANITY TABLE

D6	RESULT
1-2	The Gretchin automatically launches (see launching).
3-4	The Gretchin has a seizure and collapses on the ground, remove him as a casualty.
5-6	The Gretchin has a faulty pack and immediately self destructs, place the 2" area effect template over the model and work out hits as normal.

LAUNCHING A GRETCHIN

To launch a Gretchin the Mekboy must be within 4 inches of him. Notsnick presses the Big red activate button on his transmitter and this launches ALL the Gretchin that are within 4 inches. Launching Gretchin will immediately shoot off D6+1 x 10 inches in the direction they are facing (the direction the Gretchin moved in, if he did not move the Ork player may turn him in any direction during the Orks movement phase) the Gretchin will explode on impact.

Alternatively if Notsnick is in base to base contact with a Gretchin he may launch it manually - the Gretchin may be launched in any direction but Notsnick will take a strength 3 hit from the jet blast.

If a Gretchin is hit by a ranged attack or in close combat roll a scatter dice and face the Gretchin in this direction, if a HIT is rolled immediately roll on the insanity table.
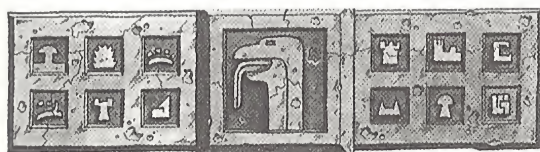
BOOM

OR, THE EFFECT OF AN EXPLODING GRETCHIN

A Gretchin may explode under a number of circumstances, normally if they land on something. If this disastrous occurrence happens place a 2" blast marker over the Gretchins last position (where he landed). Any model at least half under the template will be hit on a d6 roll of 4, 5 or 6 and will sustain a S6 hit, causing D3 wounds with a -1 saving throw modifier. Once the Gretchin has exploded he is destroyed and removed as a casualty.

NOTSNICK THE MEKBOY

Notsnick is an Ork Mekboy and has the standard Mekboy profile. The points for Notsnick must come out of the army lists character allowance.

Over the years Notsnicks' tough Ork hide has become particularly resilient to heat, due to Gretchin scorching him as they take off and this grants him an additional 3+ save against heat based weapons (Flamers, Melta guns etc).

Notsnick allows you to purchase up to 10 Gretchin Rocket boyz.

ROCKET BOYZ

Rocket boyz are bought out of the characters allowance, however they are not effected by squad coherency or psychology of any sort, this includes break tests.

ARMY LIST

NOTSNICK THE MEKBOY........................20 points

Notsnick may be included in an Ork army instead of one of the army's normal Mekaniaks.

Profile	M	WS	BS	S	T	W	I	A	LD
Notsnick	4	4	4	4	4	1	4	2	7

WEAPONS: Bolt pistol

ARMOUR: Flak armour (6+ save), Resilient hide (3+save against heat weapons)

WARGEAR: Notsnick may have two Wargear cards. one of which is allways his special Rocket Activator (see inside front cover) He may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons, Transport and Stikkbombz sections of the Wargear list

He may be accompanied by 0 - 10 Gretchin Rocket boyz at 4 points each

Troop type	M	WS	BS	S	T	W	I	A	LD
Rocket boyz	4	1	0	3	4	1	1	1	10

WEAPONS: Large explosive Rocket pack.

ARMOUR: None.

MODELLING A ROCKET BOY

Modelling a Gretchin Rocket boy is very easy and completely up to you. Start off by removing any guns that your Gretchin may be armed with and then since NO Mekaniak ever made two pieces of equipment exactly the same you can just dig out some rockets, jump packs or anything similar from your bitz box and stick them to the backs of your Gretchin.

The Bunker is currently completely submerged with ideas for exploding Orky things right now so please help us, if we get many more we will all be gonners, glug, glug, glug. Please no more!

A great philosopher once said Orky, Orky very Orky

®

MERCENARIES FROM THE MOOT

By Gavin Tyler

Now those little chappies, the halflings, have their chance of making some cash in the big 'ole Warhammer world,

... and not just for cooking

> "They are short and annoying, but with their skill with the bow and their great cooking, this definitely makes me think they are worth the money!"
>
> General Karl Van de Berg

HALFLINGS AS MERCENARIES?

At the moment, it's only all you Empire Generals that can taste the flavour of those succulent Halfling archers and the exquisite Hot Pot. As you all know (well if you don't then you will now!) Halflings are tricky self-advancing, short (not that I hold it against them), pick-pocketing, well fed little beggars. But of course none of this means that I don't like them! Not at all, in fact I like them so much that I thought I would add more of them to the Warhammer world, and what is a better way of doing that than adding them to the Mercenary series?

Halflings feel put upon by those lanky humans gits. What with their wrongly sized tables and chairs, and it's really annoying to have to climb over door steps when you're trying to impress your next customer before you meet them at the inn! Then one day, a well Known Halfling called Clegg decided that he had enough, as well as seeing a nice tidy profit margin, and started his band of the roughest, toughest (and about as hard as a kick in the bum with a pair of those fluffy animal slippers) Halflings in the Old World. They started out as a bunch of thieves and cut throats, but soon changed their out look on life after they had a good scrap with a rival band of thieves and found that it gave them such a great appetite it turned into a good excuse to eat as much as possible.

You may include the Halfling mercenaries in Empire, Brettonian, Wood elf, Dwarf or Norse armies.

Picture sent in by John Wigley

HALFLING MERCENARY LIST

EQUIPMENT LIST

HAND-TO-HAND COMBAT WEAPONS
A single sword, axe, mace

or other hand weapon	Free
An additional sword, dagger, etc.	1
Spear	1

MISSILE WEAPONS
Bow	2

ARMOUR
Shield	1
Light armour	2

CHARACTERS

Your army may include one or both of the following characters, and is paid for via the Allies allotted percentage of your army list.

CLEGG .... 50 POINTS
+100 POINTS MAGIC 'SWAG' BAG

The Halfling mercenaries band must include Clegg to lead it. He brought the band together, and so there is no possibility that the rest of the band will let him stay out of a fight. If it were up to him, he would just sit back in safety while he pockets the cash.

Profile	M	WS	BS	S	T	W	I	A	Ld
Cleg	4	5	6	3	3	3	8	4	10

EQUIPMENT: Dagger.

WEAPONS/ARMOUR: Clegg may be armed with poisoned daggers at the cost of 5 points, as well as any combination of weapons /armour allowed to any of the troop types in the list (see Equipment Lists for points values).

MAGIC ITEMS: Clegg may carry up to two magic items chosen from the appropriate cards in Warhammer Battle Magic. One of these magic items must include the Magic 'Swag' Bag at a cost of +100 points.

SPECIAL: Infiltrates as in the Warhammer rule book. Clegg Works on his own

HALFLING CHEF
.... 16 POINTS

Profile	M	WS	BS	S	T	W	I	A	Ld
Halflings	4	3	5	3	3	2	6	2	9

EQUIPMENT: Hand weapon (Rolling pins, whisks, meat cleavers and many assorted knives).

WEAPONS/ARMOUR: The Chef may be armed with any combination of weapons /armour allowed to any of the troop types in the list (see Equipment Lists for points values).

SAVE: None.

MAGIC ITEMS: The Chef may carry up to two magic items chosen from the appropriate cards in Warhammer Battle Magic.

REGIMENTS

Your army may include any one or all of the following Regiments, and is paid for via the Allies allotted percentage of your army list.

HALFLING THIEVES
5 POINTS EACH

Profile	M	WS	BS	S	T	W	I	A	Ld
Halflings	4	2	4	2	2	1	5	1	8

EQUIPMENT: Hand weapon.

SAVE: None.

SPECIAL: Can infiltrate as in the Warhammer Rule Book.

HALFLING S
3.5 POINTS EACH

Profile	M	WS	BS	S	T	W	I	A	Ld
Halflings	4	2	4	2	2	1	5	1	8

EQUIPMENT: Hand weapon.

SAVE: None.

OPTIONS

Any regiments of Halflings may be equipped with either bows, at an additional cost of +1 point per model, or spears, at a cost of +1/2 point per model. Any regiments may be equipped with light armour at a cost of +1 point per model. Any regiments may be equipped with shields at a cost of +1/2 point per model.

MAGIC 'SWAG' BAG

The magic 'Swag' Bag allows Clegg to take away any of the enemies magical items from them for one turn so he can possibly use them himself. The enemy of the army which the Halflings are working for must fan all of their magic items out for the Halfling player to pick one at random at the beginning of every Halfling turn. Clegg may use whichever magic item is picked, if it is possible for this and the enemie's turn only. Each magic item comes free, but can only be used in the turn that it was drawn. After this it has to be thrown away as the Clegg gets bored with it and the magic item appears magically back with the original character ready for use at the beginning of the next Halfling turn. The magic item does not have to be used and you do not have to take out a magic item at all. Any magic item can be drawn out of the 'Swag' bag, but special items that only work for specific people can not be used even though they may be picked.

POISON DAGGERS
5 POINTS

Poison daggers can be used in combat or thrown at a range of 6". The deadly poison causes +2 to strength for the hit, but this modifier does not work against Undead, Daemons or War machines. There are enough daggers for Clegg to use for the entire battle.

WAR MACHINES

Your army may include a Hot Pot if you have the Halfling Chef character.

HALFLING HOT POT .... 50 POINTS

Originally a desperate innovation, the Halfling Hot pot has now become something of an institution amongst Halflings. the Hot Pot is exactly that, a pot of boiling liquid hurled at the enemy's ranks, burning, scalding and even dissolving the foe. The ingredients which make up the special stew are a closely kept secret and vary from chef to chef. At a push boiling oil on its own will do the job, but a typical mixture has corrosive properties and is sticky so that it adheres to exposed flesh.

Profile	M	WS	BS	S	T	W	I	A	Ld
Hot Pot		-	7	3		-		-	
Halflings	4	2	4	2	2	1	5	1	8

EQUIPMENT: The crew are armed with hand weapons.

SAVE: None.

	Maximum Range You may guess	Strength	Wounds	Save
Halfling Hot Pot	36"	5 direct hit 3 the rest	1	None

Clegg the Indomitable raced along the back alley, panting, his blood ringing in his ears. Behind him, he could hear curses and the barking of the wolf-dogs kept by the city watch as they attempted to track his passage though the maze of back streets of Nuln.

He skidded to a halt as the alley branched, his stomach wobbling with each breath, and risked a quick look behind him - he'd gained some time at least with the bailer twine he'd strung at knee-height in the doorways of the bank. He couldn't help sniggering - the Watch always fell for even the simplest tricks of Clegg the Incorrigible. He was sure that his reputation was going to increase tenfold for this latest theft; a ruby the size of his hand and four smaller diamonds nestled in a dirty handkerchief in his pocket, along with a fair sized pouch of gold coins that the Master of the Guard had been nursing for a rainy day

Well... he held a small hairy hand up to the sky - it was raining. So he might as well spend the money. He emptied a small package of mustard powder over the floor around him , scattered it a little with his foot, and then clambered up the wall to his left, grunting as his stomach got in the way and his breeches groaned with the strain. He hung by his hands to the other side of the wall just long enough to hear the running steps of the Watch round the corner behind him, and then strolled casually along the back gardens of a row of dingy cottages, pausing to take a handful of flowers from the borders before letting himself out into the main road by a small wattle gate.

He was barely at the front door of the tavern when agonised howling cut through the night air, followed by a chorus of pained whimpers. Sniffing his posy delicately, he grinned to himself at the thought of the ferocious wolf-dogs trying to get the extra hot mustard powder out of their delicate noses. Clegg the Unscrupulous rides again!

He took a deep breath of the chill night air, and stepped into the bar. The soft light didn't hurt his eyes at all, and the warm air embraced him with the contented murmurings of the travellers and regulars lounging at tables with pint mugs of cheap ale and other Halflings merrily chomping away at plate fulls of food. He stopped just inside the door to take stock of his surroundings, although the 'Cock and Bull' was almost exactly the same as the dozen other taverns littering the west side of Marienburg. Seeing nothing immediately threatening, he straightened, tugged his second-best jacket into shape, and strode masterfully up to them bar. If he wanted a free meal, he'd have to play this by ear.

"Excuse me," he said politely, doffing his hat to the barmaid. she took no notice of him, slumping on mountainous bar stools. Clegg the Mighty bounced a little higher on his toes, waving a stubby hand. "Excuse me, my good lady," he said, a note of irritation creeping into his voice. One of the other customers, a tall man with long hair and stubble, gazed down at him laconically and gave a short bark of laughter, before downing a measure of Ale. He slammed the empty tankard on the bar and it was immediately refilled.

Clegg the Invincible's' chest puffed out in indignation. "Excuse me, sir" he said tersely, "But I believe I was first!"

He shrugged at having to abandon his inbred good manners in front of so many people, flexed his shoulders, and started to climb up the warrior's leg. The man gave a shout of annoyance, stood up, and Cleg the Unimaginable summersaulted onto the bar, skidding a few feet on the polished surface. His foot happened to catch a few bottles as he did so, and unfortunately most of them, being of a highly unstable design, toppled to the floor. He turned and ducked a blow from the enraged barmaid.

"Now, now," he calmed her, "You wouldn't hit someone shorter than you, would you?" He produced the tattered bunch of flowers from his pocket and offered them to her on one knee. "You know," he whispered delicately in her ear, "If you were three feet shorter, you'd make some man a nice wife!"

He whirled and bowed to the people in the room, most of whom were looking at him by now. "Ladies and Gentlefolk!" he cried, waving his arms and gesticulating wildly. "I am Clegg the Unimpeachable, Champion of the rights of all folk, large and (most importantly), small." He took a deep breath and looked around him anxiously. Every pair of eyes in the place rivetted on him. He sighed happily and settled back into his role. "I am being chased - nay, hounded, by the curs of the Watch, seeking to harm me because - simply because - I am a member of a persecuted minority who dares to stand up for his rights. I Clegg the Magnificent! I have gathered you here today to support me in my struggle against the evil forces of oppression. I shall ask you only for the small sum of eight copper coins apiece - and with that sum you will have purchased the peace of heart which I know you all - ugh -" He Staggered backwards, clutching his heart, as another missile flew past him. A salt cellar cracked against the bar by his feet and burst open.

"Friends!" he cried, "You wound me! Five copper pieces is all I ask, to help feed a penniless, starving -" He gave a short scream and fell off behind the bar, propelled by a large, half chewed haunch of beef.

The inhabitants of the bar settled down to eat once again; the barmaid resumed her place, and everything returned to normal. Clegg sighed. Well, it nearly worked. He took a large bite out of the beef.

Suddenly the door of the tavern slammed open, and five uniformed men stood on the threshold, hands on their sword hilts.

"Yes, officer?" said the barmaid, putting her foot heavily on the back of Clegg's head.

"You seen a Halfling in here?" asked the Watchman.

She smiled, and gestured at the little people who were interspersed about the tables, eating heartily. Most of them had their mouths full as they looked up. "I've seen lots of Halflings," she shrugged. "Which one in particular were you looking for?"

The Watchman sighed, and motioned his men back through the door. "Believe me, you'd know if you saw this one," he murmured, grinning wryly.

"Yeah," said the barmaid, inhaling. The door had scarcely shut when Clegg bounced back up onto the bar.

"Did you see that, Friends? The corruption of the Law strikes at even the most sacred of places; our own Tavern! Did you hear that Watchman? Looking to get his foul clutches on any of you law abiding halflings? We can take this no longer!" He dodged the clutches of the barmaid and pecked her nimbly on the cheek.

"Stand up for our rights! Come with me, Clegg the Mercenary King! Who among you is willing to fight for better food privileges?" He waved at the Halflings, beginning to infect them with his eagerness, "No more will we take second place in the grocery queues of the Old World! No longer will we be overlooked by those more top heavy than our selves! Come, join my merry troupe of outlaw mercenaries, fighting for a better world!"

The other Halflings, easily swayed, one by one finished their meals and came to stand by him in a little mob at the font of the bar.

"You sure you don't want us to pay?" they asked suspiciously.

"What?" said Clegg the Chieftain, hurt, "You think I would elicit funds from my own brothers and sisters? No, my friends - together we shall make money; take it from those richer than ourselves, even the balance for once and all - ah - ahhh - " He squeezed his eyes shut in vain attempt not to sneeze, whipped the handkerchief out of his pocket, and blew his nose.

The Halflings watched in stunned disbelief as five gems rocketed out of his hand and embedded themselves in the wooden wall covering.

"My present to you faithful ones," said Clegg, thinking on his feet. "These gems, finally given back to their rightful owners after hundreds of years - just a taste of the riches you'll have once you come back with me." Oh well, he thought, I'll be able to steal them back later.

He managed to take a last bite of the haunch of beef before being borne out on their shoulders, into the night, singing loudly.

During the next month, there were three unexplained attacks on parties of watchmen, one mistaken raid on a herd of sheep, and seventeen successful ambushes on food caravans to and from the city.

Some time later, the band of hard-bitten mercenaries, chased from the surrounding countryside by a concerted effort of the Watch, offered themselves for hire to an Brettonian army massing in the hills to the south. The large army hired the Halflings at first to help cook for the massive horde that was at camp, but as soon as the fighting started they dropped their ladles (well some of them did) and proved to be an important, if not small, part of the Brettonian victory against the Orcs from the Grey Mountains.

By Arnold Bates

TITAN LEGIONS

LEGIONS OF CHAOS

By James Funnell

In this follow up article to last issues abomination I describe the mighty Skylok Winged Daemon Titan of Tzeentch and his loyal followers, the Suns of Damnation Titan Legion. Be afraid, be very afraid!

MODELLING SKYLOK

To make Skylok you will need a number of different parts, all of which are available from Mail order.

1 Tzeentch Titan head.

1 Firelord of Tzeentch. (Epic Daemon engine)

1 Metal Warlord Titan. (the Head, Feet, Exhaust and Weapons aren't needed)

1 Hippogriff right wing.

1 Hippogriff left wing.

1 Stormwing right claw.(High Elf Griffon)

1 Stormwing left claw. (High Elf Griffon)

1 Flying base.

To begin first make up the Metal Warlord Titans Carapace and glue on his torso and joint plate.

Glue the Tzeentch Titan head into position just above the mounting hole for the Warlord head, you will find that it fits in quite snugly.

Now the wings, these will need to be trimmed down (a knife or modelling file will be adequate) a bit so that they will fit in under the side carapace. The wings will glue in to place better if they are butted up against the Titans torso.

Next you will need to make the secondary wings. Take the Firelord and cut off the ends of its wings (just below the guns), these can be glued in to place just above the wings on the Titans carapace.

Last issue I described how your Chaos Titans could become even more varied and deadly. Also I introduced the galaxy to one of the universes most terrifying warriors, Bubonis and the Legion of Festering death.

I expect many of you screamed at the thought of only being able to purchase additional attributes for Nurgle Titans. Well now you can calm down because in this second installment of Legions of Chaos 1 will tell you a tale about Skylok mighty winged Daemon Titan of Tzeentch and his loyal followers, the Suns of Damnation Titan Legion. Now you will be able to purchase powerful attributes for Tzeentch Titans as well as Nurgle.

SKYLOK WINGED TITAN OF TZEENTCH

Like Bubonis Skylok escaped the carnage of the Horus Heresy and fled to the Eye of Terror after the Warmaster was killed. Here he now waits in eternal conflict for a chance to wreak his vengeance upon he worlds of Mankind once again.

Once the Heresy was under way Grand Master Sarlon Hess of the Burning Stars Titan Legion was one of the first Imperial commanders to come under the Warmaster's sway. He announced his traitorous intentions by mounting a lightning raid upon the important Imperial fuel dump on Stienor IV, immobilising an entire Imperial space fleet for a whole month. His name and all records concerning the Burning Stars were promptly stuck from

Imperial records and they are now known as the Suns of Damnation. Wherever they go the mighty form of Skylok swooping through the skies is an ominous sign of awaiting death that causes fear in all that behold him.

SPECIAL RULES

Skylok counts as a greater daemon and all normal rules apply. This means He is entitled to 3 Chaos cards which may be used to negate the effects of any unsaved hits. The card must be played after you fail Skyloks' saving throw but before damage is rolled.

Skylok inspires terror in all his enemies and any units charged by him may not shoot if they are on first fire orders and must take a morale test or go on to fall back orders.

Because Skylok has huge wings his movement is totally different to any other Titan. Skylok can fly and and follows all the rules for flyers as described in Titan Legions.

Skylok must move between 10 and 30cm and can make a single 90° turn at the beginning or end of his move, this move must be in a straight line but he can ignore terrain as he flies over it.

At the end of Skyloks' move he may declare that he is flying high, place him on the top of a cup or something similar to represent his height. When Skylok is flying high anything on the table will be able to see him and he will be able to see them. Any enemy models wishing to shoot Skylok while he is flying high must add 25cm to their range as gravity is against them. This penalty does not apply to Skylok himself.

If Skylok does not fly high then he is permitted to make a special Death Swoop attack. With an ear bursting screech Skylok swoops down on an unsuspecting enemy vehicle and attempts to pick it up in his talons.

To make a Death Swoop attack Skylok must first forfeit half of his movement, then if he he moves over any enemy vehicle (Titans, Super heavy tanks and infantry stands can not be picked up) he may attempt to pick it up. Roll a D6 if you score a 2 or more then Skylok has successfully grabbed his target and flown of with it.

Once Skylok has grabbed a vehicle he may drop it at any time in the rest of the current movement phase or during any subsequent movement phase. Once dropped the victim is automatically destroyed and anything that it falls on will be destroyed if its armour save is worse than that of the vehicle that is being dropped on it. If a Titan is hit it will loose 1 shield. If it has no shields choose a location and roll the aim dice as usual, if the hit locations armour save is worse than that of the vehicle that is being dropped then roll on the locations damage table.

Skylok may only have one vehicle in his talons at a time.

Skylok was originally a Warlord class Titan and as such he is equipped with 6 void shields.

Skylok is armed with a potent array of magical weapons. Powerful Lightning cannon protrude from his carapace ready to spit electric death while he can bring a Beam of Power in to existence to burn large targets to a crisp. Skylok has also bean gifted with the ability to cast The Magic of Tzeentch.

Skylok may call upon the power of the Magic of Tzeentch once per Psychic phase, Place a barrage template anywhere within 25cm of Skylok, any model underneath will be hit on the roll of a 5+ on a D6 and must make an unmodified saving throw or be

destroyed. If any Infantry stands are destroyed in the attack then these will be transformed in to Pink Horrors. Place a Pink Horror stand where the infantry stand used to be, the Horrors will come under the control of the Chaos player from the next turn and is worth no victory points.

SKYLOKS' FOLLOWERS

If you take Skylok as part of your army then you must also buy him followers. Skylok must have at least 3 minion cards accompanying him and he can have a maximum of 5 minion cards.

Skylok also allows you to purchase a Titan battle group from the Suns of Damnation Titan Legion cards at the end of this article. These are Skyloks' followers and any Titan picked as a minion for Skylok will be from the Suns of Damnation Titan Legion.

Titans from the Suns of Damnation Titan Legion may have general Chaos Attributes and Tzeentch specific Chaos Attributes.

If Skylok is destroyed then any Titans from the Suns of Damnation Titan Legion will lose all of their general Chaos attributes, Tzeentch specific attributes will not be affected.

TZEENTCH SPECIFIC POWERS

Tzeentch specific attributes may also be purchased at additional cost for any Tzeentch Titan (Not Skylok), if you wish to buy any of these attributes first roll a die to see how many attributes the Titan may have (minimum of one per Titan), this is dependant on the size of the Titan. You may then choose attributes freely at the cost indicated. To buy attributes for Titans multiply the attribute cost by the modifier . To use these attributes it is necessary to have the model suitably converted.

MODELLING SKYLOK CONTINUED
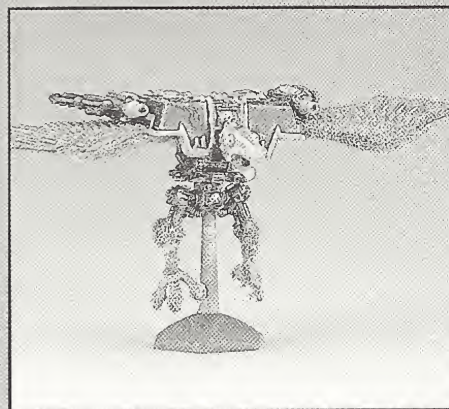
Making Skyloks legs.

To start the legs you will need to cut off a large portion of the metal Warlord Titans legs.This is quite awkward so make shore that the legs are firmly gripped before you start to cut.

Cut off the lower part of each leg, this is the part with the carapace at the front.

Once the bottom of the Titans legs have been removed you must drill a hole in between his legs, this is for the flying base.

It is now a simple matter to glue the claws from the Griffon in to place where the bottom of the Titans legs once were. These will not be a perfect fit and you can either file town the claws until you are happy with them or model some extra feathery bits around the join with milliput. (personaly I think the milliput option is much better).

With Skyloks Talons now in place it is a simple matter to attach him to his flying base, paint him and go forth to vanquish your foes.

ATTRIBUTE ALLOWANCE TABLE

Emperor Titan	D6-1 attributes at double cost
Warlord Titan	D6-2 attributes
Reaver Titan	D6-3 attributes
Warhound Titan	D6-4 attributes at half cost

THE ARMY CARDS

Over the next couple of pages we have provided some Epic army cards for Skylok and his followers.

To make these simply photocopy them (so you don't have to cut up your luvly Journal) then cut down the middle and glue the two halves together. simple innit!

ATTRIBUTES OF TZEENTCH

WINGS

The Titan is gifted with a magnificent pair of wings and can now fly, it has a move of.

Emperor Titan	not allowed
Warlord Titan	10-30cm
Reaver Titan	10-40cm
Warhound Titan	10-50cm

(A Warhound Titan that has wings will not be able to use its dodge when charging and so enemy will not be at -1 to hit the Titan) The Titan now follows all the rules for flyers. **+150 points**

MAGIC OF TZEENTCH

The Titan is able to cast this potent spell. Once per psychic phase you may place a barrage template anywhere within 25cm, any model underneath will be hit on the roll of 5+ on a D6 and must make an unmodified save or be destroyed. Infantry stands that are killed will turn into pink horrors and come under the command of the Chaos player. **+30 points**

DAEMONIC APPEARANCE

The Titan's head has mutated hideously and is now so atrocious that any models charged by the Titan must take a morale test or go on to fall back orders. **+20 points**

TALONS

The Titans feet have been replaced by a pair of razor sharp Talons. The Titan can only have this attribute if it has wings.

A Titan with Talons can make a Death Swoop attack in the same way as Skylok.
+50 points

ECSTATIC DUPLICATION

The Titan is totally infused with raw magic that a halo of fire can be seen dancing around it.

If the Titan is destroyed so much raw power is released that a unit of Pink Horrors is created were the Titan was destroyed, the Pink Horrors are under the command of the Chaos player.
+100 points

BOLT OF CHANGE

The Titan has been granted with powerful magics to kill its foes. The Bolt is cast during the psychic phase and has a range of 35cm, it will hit its target on a 3+ on 1 D6 and the target must make a saving throw at -1. If the save fails then the target is turned in to a Chaos spawn (Titans will take a normal hit with +2 damage)and this will work in the same way as a spawn created by a Lord of Change. **+50 points**

GREATER DAEMON

Skylok - Winged Daemon Titan of Tzeentch

Following the death of Horus and the effective end of the Heresy, Skylok fled to the Eye of Terror with the remainder of the Suns of Damnation Titan Legion There he dwells, a Prince among Daemons waiting to seek his vengeance on the mortals of the Imperium once again.

POINTS VALUE 1000

SKYLOK

Skylok is a majestic winged Titan and inspires awe and fear in all unlucky enough to face him.

Skylok entitles you to Titan Battle groups taken from the Suns of Damnation Titan Legion.The Suns of Damnation are highly favoured by Tzeentch and any Titans taken from this legion may be bought a number of Tzeentch specific Chaos Attributes (see rules)

If Skylok is destroyed then any Titans under his command will lose their General Chaos Attributes (Tzeentch specific attributes are not effected)

VICTORY POINTS 10

Your opponent gains 10 VPs when Skylok is destroyed

TITAN LEGION
Suns of Damnation
WARLORD BATTLE GROUP

A Warlord Titan Battle Group consists of three
Warlord Titans.

_____POINTS VALUE 1500_____

WARLORDS

A Suns of Damnation Warlord Titan Battle Group may only be
taken as minions for Skylok, the Flying Daemon Titan of Tzeentch.

Suns of Damnation Titans are allowed one General Chaos Attribute
each and can be bought Tzeentch Specific Chaos Attributes.

Each Warlord must remain within 25cm of at least one other Titan
from the battle group. If a Titan is more than 25cm from its battle
group in the orders phase it must go onto advance orders until it is
back within 25cm of another Warlord from the grouping the Orders
phase of a subsequent turn.

Warlord Battle Titans cannot be broken so they do not need to take
morale checks. 8 Victory points are awarded to the opposing player
for each Warlord Titan destroyed.

VICTORY POINTS 8

Your opponent gains 8 VP'S for every Warlord
Titan that he destroys

TITAN LEGION
Suns of Damnation
REAVER BATTLE GROUP

A Reaver Titan Battle Group consists of three
Reaver class Titans.

_____POINTS VALUE 1000_____

REAVERS

A Suns of Damnation Reaver Titan Battle Group may only be taken
as minions for Skylok the Flying Daemon Titan of Tzeentch.

Suns of Damnation Titans are allowed one General Chaos Attribute
and can be bought Tzeentch specific Chaos Attributes.

Each Reaver Titan must remain within 25cm of at least one other
Titan from the same Battle group. If a Titan is more than 25cm from
its battle group in the orders phase it must go on to advance orders
until it is back within 25cm of another Reaver Titan from the group
in the orders phase of a subsequent turn.

Reaver Battle Titans can not be broken so they do not need to make
morale checks. 5 Victory points are awarded to the opposing player
for each Reaver Titan destroyed.

VICTORY POINTS 5

Your opponent gains 5 VP's for every Reaver Titan
that he destroys

SKYLOK THE WINGED DAEMON TITAN

| MOVE	CLOSE ASSAULT FACTOR
10-30cm	+10

Skylok is equipped with 6 void shields.

Skylok may make up to 1x 90° turn during his move.

Skylok is a flyer and follows all rules for flyers.

As a flyer Skylok must move between 10 and 30cm each turn, he can not go on to first fire. Charge orders will not double his move.

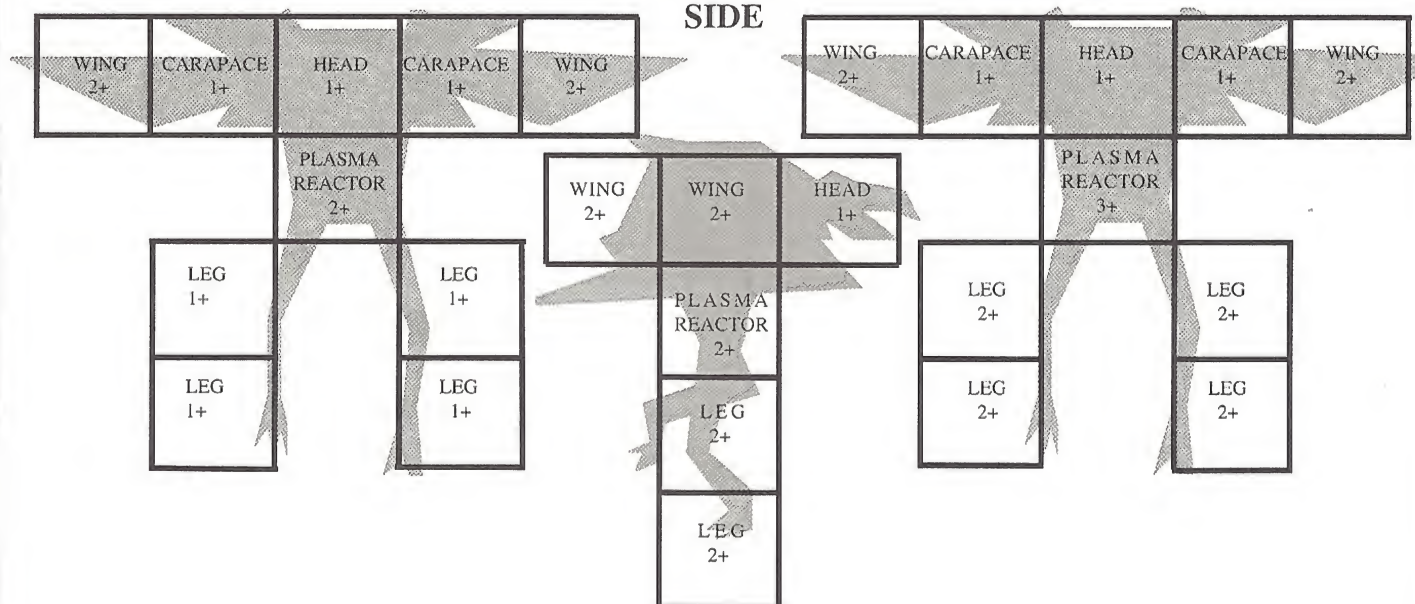Skylok is a Daemon Titan and may not be given any additional attributes.
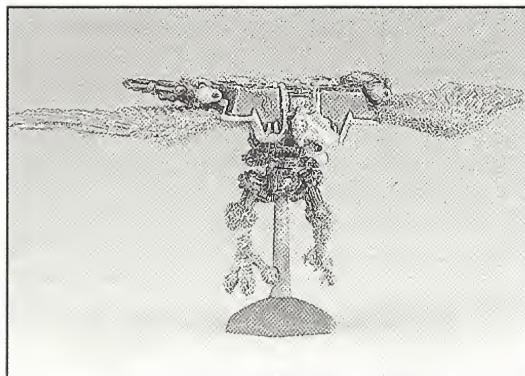
WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGETS SAVE MODIFIER	NOTES
Lightning cannon	50cm	4	4+	-2	
Beam of power.	75cm	1	3+	-4	
Magic of Tzeentch	50cm	4BP	4BP	-1	See rules
Death swoop	-	1	2+	-	See rules

HIT LOCATION TEMPLATES

FRONT

REAR

SIDE

WING 2+	CARAPACE 1+	HEAD 1+	CARAPACE 1+	WING 2+

PLASMA REACTOR 2+

| LEG 1+ | | LEG 1+ |
| LEG 1+ | | LEG 1+ |

| WING 2+ | WING 2+ | HEAD 1+ |

PLASMA REACTOR 2+

LEG 2+

LEG 2+

WING 2+	CARAPACE 1+	HEAD 1+	CARAPACE 1+	WING 2+

PLASMA REACTOR 3+

| LEG 2+ | LEG 2+ |
| LEG 2+ | LEG 2+ |

SKYLOK DAMAGE TABLES

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit Skylok as normal. If you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table, if your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

HEAD DAMAGE TABLE

1-2	Skyloks' Magic of Tzeentch attack is lost and the damage so enrages him that he must try to Death Swoop his attacker next turn.
3	The shot stuns Skylok and his CAF is halved next turn, He must be given advance orders and he may not fire for the rest of this turn .
4	The shot knocks Skylok out of control and he may do nothing until he regains control, leave Skylok were he is. He will regain control on the roll of a 4+ on a D6 in the end phase. If Skylok is out of control during a movement phase he will move 2D6 cm in a random direction.
5-6	The shot rips into Skyloks' head, killing him instantly. Skylok will crash 3D6 cm away in a random direction, any vehicles or troop stands fallen on are destroyed.

WING DAMAGE TABLE

1-2	The Lightning cannon has been damaged in the attack and may not be used until a 4+ is rolled on a D6 to regenerate it in the end phase.
3-4	The Wing was damaged in the blast and the Lightning cannon was destroyed, Skyloks maximum move is reduced from 30cm to 15cm until the damage can be regenerated by rolling a 4+ on a D6 in the end phase.
5-6	The wing is destroyed and Skylok will crash to the ground 3D6cm away in a random direction. Any vehicle or infantry stand that Skylok crashes on will be destroyed.

CARAPACE DAMAGE TABLE

1-2	Skyloks' void shield generators are damaged and shut down temporarily. Until the void shield generators are repaired (roll a 5+ on a D6 in the end phase), they may not be used.
3-4	Skyloks' void shield generators shut down and may not be used any further in this game. Also his Lightning cannon are destroyed and may no longer be used
5	Skyloks' void shields are in danger of overloading and you must shut them down before they explode! Roll a D6, on a 5 or 6 the shields are safely shut down . On a 1-4 the shields overload as described below.
6	Skyloks' void shields overload and explode causing massive internal damage. Skylok is destroyed but remains standing. Any vehicles and troop stands within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.

REACTOR DAMAGE TABLE

1-2	Skyloks' armour is holed and vital chaotic energy starts to leak back into the warp, the hole can be repaired in the end phase by rolling a 5+ on a D6. Until then Skyloks' movement, CAF and weapon ranges are halved (rounding up).
3-4	Skyloks' plasma reactor has been breached. Attempt to repair the damage by rolling a 5+ in the end phase, if you fail there will be a reactor meltdown and Skylok is destroyed (see 5-6 for details). If you succeed the reactor comes back on line and Skylok can move and fire as normal in his next turn.
5-6	Skyloks' reactor has been destroyed and Skylok is vaporised in a spectacular meltdown. Skylok is removed from play (replace it with a crater template). Anything within 3D6 cm suffers an automatic hit from flying debris and must make an unmodified save to avoid damage.

LEG DAMAGE TABLE

|	
1-3	The leg is damaged, and Skyloks CAF is halved until it is regenerated, Skyloks leg will regenerate on the roll of 4+ on a D6 in the end phase. Additionally Skylok may not make a Death Swoop until his leg has regenerated.
4-6	Skyloks' leg has suffered extensive damage, and may no longer be used. Skyloks CAF is halved for the rest of the rest of the game and he may no longer make a Death Swoop attack.

ADAPTING THE MECHANIC STUFF

By Jervis Johnson

WARNING - THIS ARTICLE COULD BE DANGEROUS FOR YOUR MENTAL HEALTH!
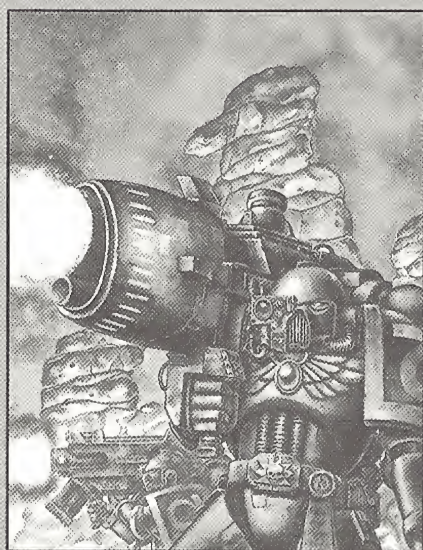
> *"Brother Calgar took careful aim at the rebel Rhino. When the side of the traitor vehicle filled the sights of his Heavy Plasma Gun's targeter, he fired. The bolt of incandesant energy punched clean through the Rhino's thin side armour and cleaved into its fuel cells. For a moment nothing happened, and then the Rhino suddenly vanished as it was ripped apart by a huge explosion. As the burning debris fell back to the earth Calgar whispered a prayer of thanks to the Emperor and then calmly picked another target."*

There, that's got your attention, hasn't it! This is the first article in the Journal to carry a health warning, but it does so with good reason as it is going to allow you to take part in the design process of Warhammer 40,000. As every game designer I have ever met is barking mad (with the exception of myself, of course), you should be aware that you read this article at your own peril... Still here? Oh well, don't say I didn't warn you when your brains turned to mush and all you can think about is dice rolls and movement distances!

But enough of these futile warnings, let's get on to what this article is actually all about: the Warhammer 40,000 vehicle rules. As every player of Warhammer 40,000 knows, vehicles use a completely different set of rules to other models in the Warhammer 40,000 game. They don't have strengths and toughness or wounds, for a start, relying instead on armour values and damage tables to perform a similar job. And they use an almost completely different method of movement to ordinary foot models. In many ways the differences between vehicles and other models

is a very good thing - there is obviously quite a lot of difference between a living person and a tank, after all! - and there is no doubting that the vehicle rules in Warhammer 40,000 work perfectly well. However the way that Warhammer 40,000 uses two sets of different game mechanics 'side by side', as it were, can cause problems and logical inconsistencies when the game is being played.

The purpose of this article and its sequel in the next issue of the Journal is to take a look at the way that the vehicle rules for combat and movement work in Warhammer 40,000 and to provide some alternative rules that could be used instead. Please note that all the stuff you will read about are just half-baked ideas at the moment, and in any case we are by no means certain that the vehicle rules need changing at all! However, we are very keen to get the readers of the Journal directly involved in the process of playtesting and developing the Warhammer 40,000 game, because we value your opinions and we want to know what you think we can do to make the game better. All you have to do to take part in this grand and noble experiment is read the article and give the alternative rules a try, and then write to the Journal Bunker to let us know what you think of them. What could possible be simpler!

The pictures you can see over the next few pages are of us giving these vehicle rules the ultimate test: A 6000 point battle!!!

We took every tank we could lay our hands on, an 8' by 12' table and played the biggest Warhammer 40,000 game any of us has ever played.
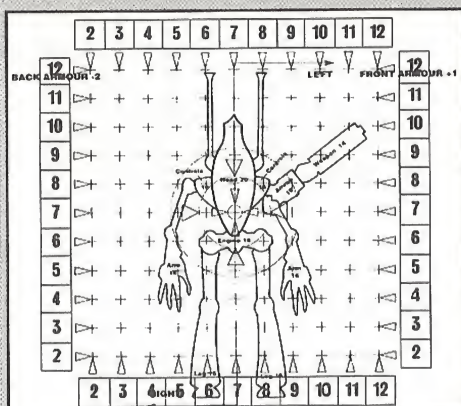
The game took all day to play and despite heavy losses to both armies niether Gavin and James' Imperial Guard or Phils Crusading Space Marines could break the deadlock and the game ended in a draw.

We are happy to report that the rules survived the mega battle unscathed and we think they work fine.

AND GOD CREATED THE TARGETING TEMPLATE

So why did we change the vehicle damage rules at all when we designed Warhammer 40,000. Why not stick to the rules used against ordinary foot models? The answer to this question is fascinating in its own right, because it shows how dangerous a 'jolly good idea' can be, and also because it gives an insight into how the game design process actually works. Because of this I'm going to take a bit of time to explain how the present version of the vehicle rules slowly evolved over the years.

As all of the really old players of Warhammer 40,000 will know, when the first edition of the game came out it used a damage system much closer to that used for ordinary models (in fact Tim DuPertuis, editor of the American Warhammer 40,000 fanzine Inquisitor, still used a system based on that published in the first edition of the game until very recently!). Unfortunately the toughness of the vehicles in the original system was set a bit low which, when combined with a rather deadly 'critical hit system', meant they kept on blowing up all over the place. At first this wasn't much of a problem because we didn't envisage actually making any vehicle models (Games Workshop was a very small company at the time), and in fact Rick had deliberately made vehicles vulnerable because of this. As soon as the first Rhino and Land Raider models were released, however, it became clear that something needed to be done to keep vehicles intact for longer than the first turn!

THE GOOD OLD TARGETING TEMPLATE

The shooter is firing a missile launcher with targeter at an Eldar Dreadnought 48" away and moving at 12" 9charge rate). The shooter has a BS of 4, +1 for the targeter and -1 because of a fast target, equals a total Target Shift score of 4.

The firer aims at the Dreadnought's head - a centrally placed target which maximises his chance of hitting. the rolls are 3 and 6, indicating a miss. The player can shift the hit by 4 spaces towards the aiming point, so he can shift the hit by 4 spaces towards the aiming point, so he can go for either 7/6, the engine or 3/7, another miss! In this situation the player decides to adjust his hit position from the 3/6 point to the 7/6 point and attempts to knock out the Dreadnought's engine.
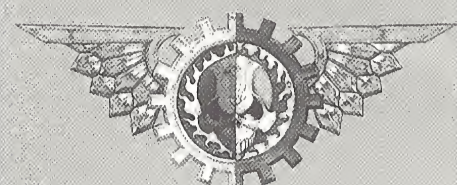
Our first solution was to invent some new rules for power field generators that could be fitted to vehicles and which made them much tougher. Although this worked well as a stop-gap measure, we were not all that pleased with the effect it had on the game and determined to come up with a better system. Thus right from the start we've been fiddling and experimenting with the vehicle rules trying to improve them and make them better.


After a year or two of experimenting we came up with what seemed to be a really rather good idea, based on the concept of using a clear acetate targeting template placed over a drawing of a vehicle. The idea was that with the targeting template you could hit any part of the target, and you could even pick out a specific part to shoot at if you wished. The targeting template also led to the idea of the 'armour value', because with so many different things to shoot at it was important to define how tough they were with a single number, there simply not being enough room to fit any more information on the template! And finally it led to each location getting its own damage table, as there would be little point allowing players to shoot at the fuel tanks or track if this wasn't reflected by some special damage rules.

Lots of players really liked this version of the vehicle damage rules - indeed, many still do and write letters asking us to bring them back. After all they were highly detailed, and the idea of the clear acetate template was really rather neat and it was a lot of fun to play with! At the Studio, however, myself, Rick Priestley and Andy Chambers finally came to the conclusion, based on playing loads of games of Warhammer 40,000, that the system simply did not work all that well. For a start it was very slow, and it meant that all of the normal shooting rules had to be ignored when firing at a vehicle which caused all kinds of problems and made the whole system rather 'clunky' and inelegant.

So it was that when it came to start work on the 2nd edition of Warhammer 40,000 (that's the present version!) we wrestled long and hard with the rules for the targeting template in a bid to get the damned thing to work. Unfortunately nothing we could come up with seemed to make all that much difference. The deadline for the new Warhammer 40,000 rules were looming, and we were rapidly coming to the conclusion that we would just have to leave the rules as they were, when we tried an experiment based on, of all things, the chariot rules in Warhammer. Basically what we did was take the radical step of throwing the lovely targeting template in the bin and used a simple hit location table and a dice roll instead. To our surprise (and, it has to be said, relief) this system worked much better and cleared up many of the anomalies we had encountered with the targeting template rules. It was a lot faster to use as well.
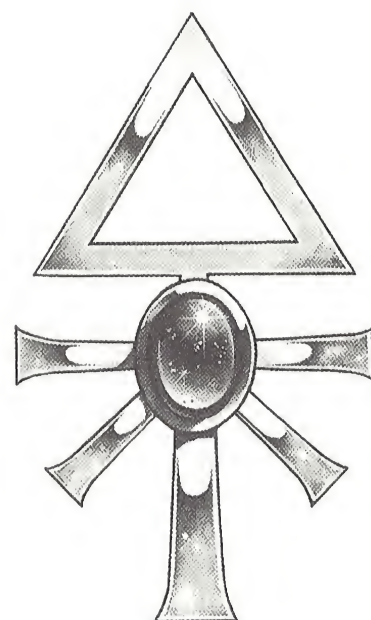
The concept of armour values and the use of vehicle damage tables remained, however, as much because it had seemed to us such a major step just getting rid of the acetate template as for any other reason. Whether this was a good thing or a bad thing is really what

this article is all about. You see, over the years that have passed since the 2nd edition of Warhammer 40,000 was released, we've started to wonder if maybe we should have gone further when revising the vehicle rules...


PROBLEMS, WHAT PROBLEMS?

At present Warhammer 40,000 describes two ways of attacking a target; one is used against living models, and the other against vehicles. On their own each system works just fine, but when they are combined together they can cause the relationship between different types of weapons and different types of targets to change dramatically. A very good example of this can be found by comparing the effects of a multimelta and then a lascannon first of all on a Terminator and then a Dreadnought. What is important here is that the Dreadnought is basically a larger version of the Terminator, so the way that the two weapons effect the two targets should be roughly the same.

What we actually find is rather different. Against the Terminator the Lascannon is more effective, thanks to its huge -6 save modifier. What this means is that (assuming each

have hit), a multimelta has about a 35% of killing a Terminator, while a lascannon has roughly a 65% chance of a kill. The situation against the Dreadnought is reversed, where the lascannon has about a 25% chance of destroying the target compared to 41% for the multimelta. What is odd here is that the lascannon has better 'armour penetration' against the Terminator, while the multimelta has better armour penetration against the Dreadnought. In other words, the relationship between the two weapons has been reversed against the two different types of target!

What this example reveals is that there is a sort of 'friction' between the system used for attacking living models and the system used for attacking vehicles. Each works very well on their own, but when combined together the differences between the two create a number of logical inconsistencies. As time has gone along Rick, Andy and myself have become increasingly irritated by this and, being game designers and thus never being able to leave anything alone, we've started to experiment with an alternative method of working out damage on vehicles. What we've tried to do is come up with one system for attacking all types of targets, so that the relationships between the different weapons and targets all remain the same. Now, whether this approach is better than the 'custom-built', detailed approach of the present rules is something that has been hotly debated at the Studio (that's why the rules are still experimental), and that's why we've decided to let you lot have a look at them so we can find out what you think.
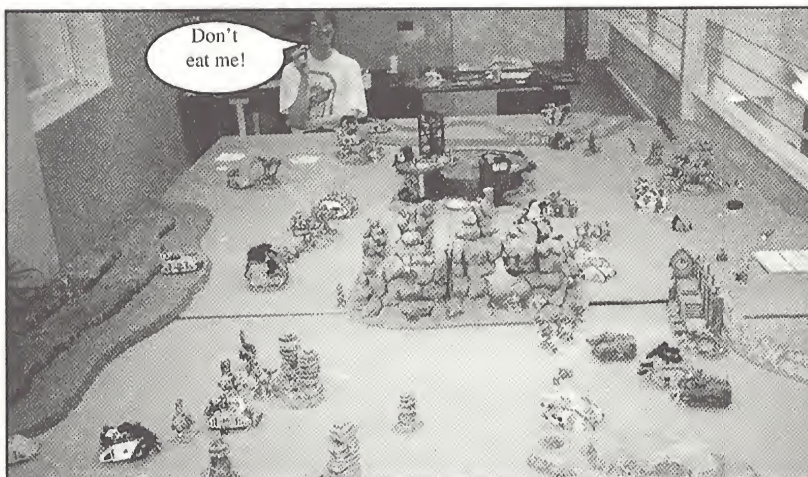
This machine is discharged into your care.

Fight along side this machine, and guard it from the shame of defeat.

Serve this machine, as you would have it serve you.

Fight for this machine, as you would have it fight for you.

(response) - I shall.

- from the Ceremony of Commission

Dere's jus' one fing wiv cans wot ya'av ta bovver about - Sittin' on dat spring gives ya piles!

- Ork Dreadnought Ace 'Jip' Gobsamk

Don't eat me!

VEHICLE DATA

LEMAN RUSS

M	WS	BS	S	T	W	I	A	Ld
10	0	0	8	8	12	0	0	0

Crew: Driver, 2 sponson gunners, 1 turret gunner and 1 front gunner.

Save: 4+ armour save.

PREDATOR

M	WS	BS	S	T	W	I	A	Ld
12	0	0	7	7	10	0	0	0

Crew: Driver, 2 sponson gunners turret gunner, commander.

Save: 3+ armour save.

LAND SPEEDER

M	WS	BS	S	T	W	I	A	Ld
16	0	0	5	5	5	0	0	0

Crew: Driver, Gunner,

Notes: Highly Manoeuvrable Skimmer, Exposed Crew.

Save: If fitted with armoured shield receives 3+ armour save from attacks to the front only.
ie. you get a save with the new model and you don't with the old one!

SPACE MARINE DREADNOUGHT

M	WS	BS	S	T	W	I	A	Ld
6	6	6	7	8	8	5	3	10

Crew: Pilot.

Notes: Walker

Save: 3+ armour save.

In order to help you work out your own vehicles I'm going to describe the reasoning that is behind some of the characteristics we've come up with for the vehicles listed above. On the whole the characteristics are based on the physical construction and appearance of the vehicle, modified by a certain amount of playtesting!

Strength and toughness reflect how sturdy and well-built the vehicle is. This means that Imperial Guard and Ork vehicles will tend to have high scores in this category, because their simple construction makes them extremely rugged. Space Marine and Eldar vehicles, on the other hand, will have slightly

ALTERNATIVE VEHICLE DAMAGE RULES (TA DAA!)

IMPORTANT NOTE: The rules that follow rely on players using common sense to interpret them. Because they are experimental there are many 'grey areas' where exactly how the rules work will not be all that clear. If you come across a grey area, sort it out for yourself and then let us know about it and how you decided to resolve it. This is what playtesting is all about. Have fun!

The alternative vehicle damage system is based on the idea that vehicles should be attacked in the same way as any other model. Roll to hit, to wound, make an armour save and then roll for damage to the vehicle just like you would for a living target. Once a vehicle has lost all of its 'wounds' it is 'dead' (I'm going to call wounds *damage points* from know on, because it sounds better and makes more sense, and refer to dead vehicles as being *wrecked*). A wrecked vehicle is effectively destroyed. It will go out of control for a turn and then come to a permanent halt, and may not shoot or move again for the rest of the battle.

Because a vehicle is now attacked using the standard rules it means that they need a characteristic profile just like any other model. Examples of the profiles for some of the more common vehicles used in Warhammer 40,000 are listed on the left. If you want profiles for other vehicles, well then you're just going to have to make them up yourself - don't, what ever you do, write to the Journal crew asking for them to make them up for you, they've got quite enough to do just trying to get this magazine out on time!

CATASTROPHIC DAMAGE

No vehicle damage system would be complete without some form of critical hit system, and this one is no exception! Therefore any hit that damages a vehicle has a chance of causing *catastrophic damage*. Perhaps the attack sets fire to the vehicles fuel, or sets off the vehicles ammunition, or kills some of the crew.

What makes our system a bit more fun is that it uses a special dice called the *catastrophic damage dice*. This is simply a D6 with three faces that say Aaagh!, two faces that say Burn!, and one face that says Ka-Boom! This last is the most devastating, and has led to the dice being nick-named the 'ka-boom dice' during playtesting.

You can make your own catastrophic damage dice (or ka-boom dice if you prefer) by simply painting the faces of a D6 white and then writing the appropriate word on each face. It's a good idea to varnish the whole thing once you've finished - we didn't and all the ink rubbed off the faces making the bloody thing increasingly more difficult to read as time went along! Alternatively you can be very, very boring and just roll a D6, looking up the result on the table below - it's not as much fun though!

BORING CATASTROPHIC DAMAGE TABLE

D6	Result
1-3	Aaagh!
4-5	Burn!
6	Ka-Boom!!!

If an attack causes one or more points of damage, and the damage is not saved by the vehicles armour, roll the catastrophic damage dice plus a number of D6 equal to the amount of damage inflicted by the attack. For example, if an attack caused 3 points of damage, then you would roll the catastrophic damage dice and 3D6. If any of the D6 roll a 6, look up the result rolled on the catastrophic damage dice table below. If you don't get any 6's then nothing special happened.

KA-BOOM! The vehicle immediately explodes killing everybody on board, and scattering debris all around that will hit anybody within D6" of the vehicle with the force of a frag grenade.

BURN! The vehicle catches fire. Roll a D6 at the end of each turn, starting with the next one. On a roll of 1 the fire goes out. On a roll of 2-3 it carries on burning. And on a roll of 4-6 the vehicle explodes as described for the Ka-Boom! result above.

AAAGH! One (or more) of the crew have been hit. Each of '6' you rolled causes a hit on a randomly selected crewman or passenger in the vehicle, using the strength and save modifier of the attacking weapon, but only causing 1 wound no matter how many wounds the weapon normally causes.

Note that you should always roll for catastrophic damage, even if the attack wipes out all of the vehicle's damage points. If you wish you may even fire at a wrecked or burning vehicle in an attempt to cause it to explode by getting a ka-boom result! A vehicle that has exploded once, however, cannot explode again...

VULNERABLE LOCATIONS

When I was young I can remember reading stories of soldiers armed with light weapons shooting at the tracks or exposed crewmen of an attacking vehicle because they couldn't damage the heavily armoured vehicle itself. I've therefore included rules to allow attacking models to shoot at a vulnerable part of a target vehicle rather than the vehicle itself. For example a model might attack the track of a Rhino to immobilise it, or fire at the exposed crew of a Land Speeder. Though such targets are small and difficult to hit, they are more vulnerable to damage than the rest of the vehicle.

Vulnerable locations which may be attacked are listed below. If a vehicle has a vulnerable location and it is visible to the attacking model then it may be targeted instead of attacking the vehicle itself. Vulnerable locations are always treated as small targets and so there is a -1 to hit modifier. Note that if the attack misses the location then it misses the vehicle all together. Also note that damage caused to a vulnerable location does not effect the damage points of the vehicle itself, and there is no chance of causing catastrophic damage when shooting at a vulnerable location.

Weapons with blast templates may not be aimed at vulnerable locations directly. Instead any vulnerable locations that fall fully under a blast template are hit automatically, and any partially under the template are hit on a roll of 4+.

Exposed Crew: Some vehicles have exposed crewmen, for example the crew of a Space Marine Attack Bike, or a vehicle commander. Exposed crew may be attacked instead of the vehicle itself. If a vehicle has several exposed crew and you manage to score a hit, determine randomly which crewman is hit.
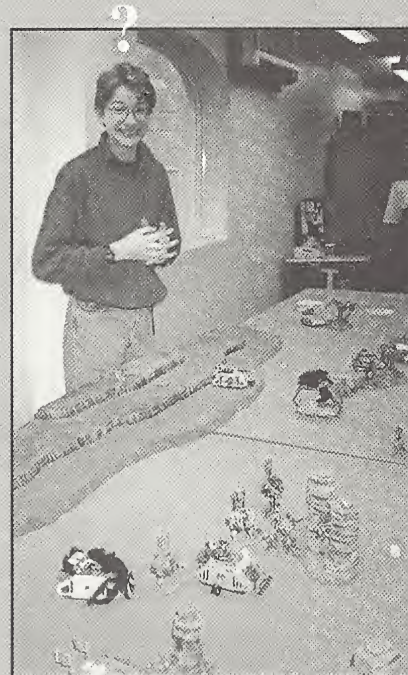
lower values for strength and toughness as their sophisticated construction makes them slightly more vulnerable to damage. Wounds reflects how large the vehicle is. The larger the vehicle, the more wounds it has.

Note that the profiles include information about the crew, and also include an armour saving throw. Vehicle armour saves are always made on 2D6, just like a Terminator's armour save. However, to represent the fact that vehicle armour is thinner on the side and rear, reduce the 2D6 roll by -1 for flank attacks, and by -2 for attacks from the rear. (This rules does not apply to a Terminator's armour, by the way, as Terminator's have armour of equal thickness all round to protect them against flank and rear attacks during boarding actions).

A vehicle's armour save is based on the type of material it is armoured with, rather than how thick it is (vehicles with very thick armour should have a higher toughness rather than a better saving throw). This means that Space Marine and Eldar vehicles, which have armour constructed from sophisticated laminated alloys, will have better armour saves than Ork or Imperial Guard vehicles which rely on crude armoured plates!

Finally note that some of the information included above is not going to make any sense until you've got the second part of this article with the movement rules - until then you'll just have to make do with the old movement rules!
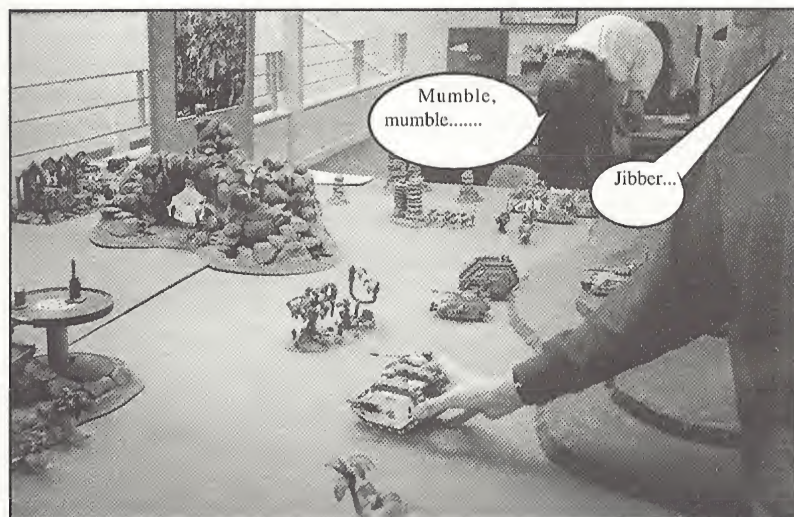
SAUCE FOR THE GOOSE RULE

You may, if you wish, roll for 'catastrophic damage' when you hit a living creature. As you will quickly discover, against most living creatures the catastrophic damage rules do little other than slow the game down and so can be safely ignored. Against large creatures with lots of wounds (such a Tyranid Carnifex's), however, it is well worth considering their use. Ignore Aaagh! and Burn! results, but count a Ka-Boom! result as a hit on an especially critical spot like the creatures brain or heart. Living creatures obviously don't explode if they suffer a Ka-Boom! result, instead they keel over stone cold dead, even if they have some wounds remaining (ie simply remove the model from play as it has been killed).

COMMANDERS

Some vehicles have a commander whose job is to direct the actions of the rest of the crew. In particular he is able to direct the fire of the vehicle's weapons. In order to do this job well, however, the commander really needs to put his head out of a hatch, so that he can see clearly what is going on. This is obviously rather risky, as he stands a good chance of having his head shot off by enemy fire if he is not careful!

A commander must be represented on the vehicle by a commander figure sticking out of a hatch. If you can be bothered to add the appropriate commander figure to the vehicle, then it gets the commander for free (ie he doesn't cost any points!) and the following special rules apply.

A commander can direct the fire of the vehicle's weapons against any one target. All attacks made by the vehicle on that target receive a +1 to hit modifier. Note that a commander cannot do anything else while directing fire, so if he shoots a weapon of his own or carries out some other action then the +1 to hit modifier may not be used.

When a model attacks a vehicle with a commander in hand to hand combat, it must fight the commander if he is within 2". If the commander is not within 2", then the attacking model must go for the vehicle.

Tracks/Wheels: The tracks or wheels of a vehicle may be targeted instead of the vehicle itself. Both have the same toughness and armour save as the vehicle they are attached to, but can only take one point damage. If a vehicle loses a wheel or track then it moves out of control and then comes to a permanent halt.

Weapons: Any weapons mounted on a vehicle may be targeted instead of the vehicle itself. All support weapons and heavy weapons have a toughness 7, and any other type of weapon has a toughness of 5. Weapons have the same armour save as the vehicle they are attached to, and can take 1 point of damage. If destroyed the weapon may no longer be fired.

ATTACKING VEHICLES IN HAND TO HAND COMBAT

Most vehicles have a weapon skill and attacks characteristic of '0', which makes them very vulnerable to hand to hand attacks, although their high toughness, armour saves and damage points do somewhat off-set this. Even so, not allowing a vehicle to roll any dice in hand to hand combat if it has a '0' attacks characteristic makes them far to vulnerable, so we shall say that under such circumstances a D6 is still rolled for the vehicle model to work out its combat score. If it wins the combat, however, it does not inflict any damage on the opposing model (ie it counts the result as a draw with neither side scoring any hits).

For example, a Space Marine sergeant with a power fist charges an enemy Rhino. The sergeant has 1 attack and a weapon skill of 4, and gets a +1 bonus for charging. The Rhino has weapon skill and attack

characteristics of 0, but still rolls a single D6 for the combat. The sergeant rolls a 1, which counts as a fumble and is given to the player in charge of the Rhino. This means that the Sergeants combat score is 5. The Rhino gets a 6 on its D6, +1 for the fumble, giving it a total of 7! Although the Rhino wins the combat, it doesn't score any hits on the sergeant because its attack characteristic is 0, and therefore the combat is a stand-off.

Some vehicles have exposed crewmen, for example a Space Marine Attack Bike has a crew of two Space Marines riding on the bike. When a model attacks a vehicle with exposed crew in hand to hand combat, it must fight any of the crew models that are within 2" of it. If none of the crew are within 2", then it must go for the vehicle.
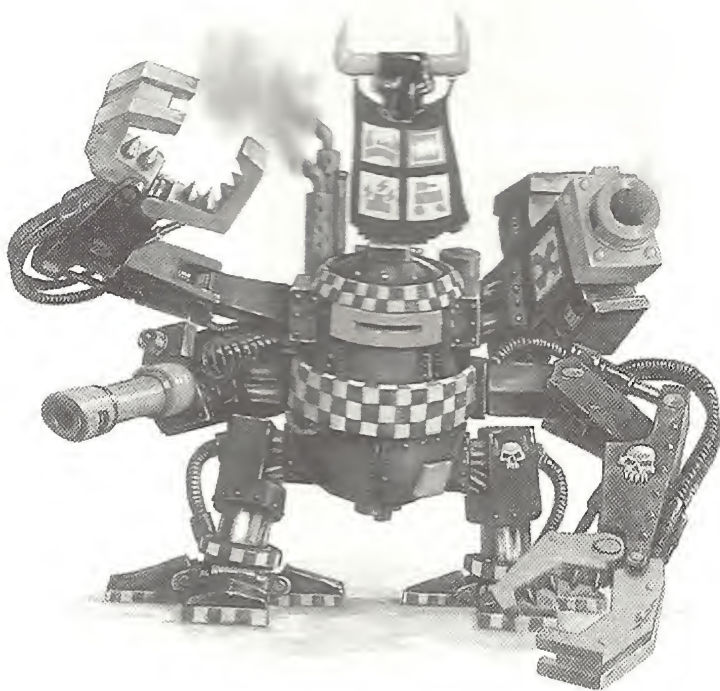
VEHICLE CREW

Vehicles are operated by one or more crew. Crew can leave a vehicle or change positions as described in Warhammer 40,000. However, vehicle crew are no longer immune to psychology. The crew of a vehicle that are forced to flee do not have to move away from the enemy, but they are not allowed to move in such a way as to end up closer to any enemy models as they were at the start of the turn (this rule doesn't apply to vehicles moving out of control of course).

In addition broken vehicle crewmen are not allowed to fire any weapons, and will surrender if an enemy model moves into contact with their vehicle (surrendering crewmen are treated as being eliminated for game purposes).

If a vehicle takes any damage there is a chance that one or more of the

Ta-da...
The mighty battlefield of play testing!
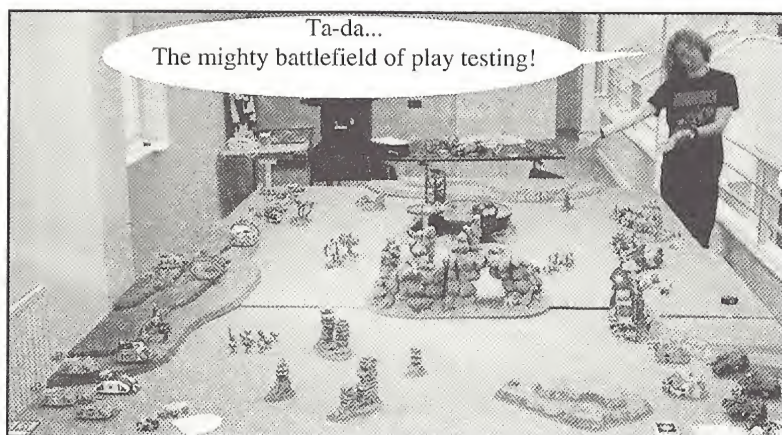
crew (or any passengers in the vehicle) may be injured as described above.

If the driver is killed, then the vehicle will move out of control until he is replaced by another crewman.

If a gunner is killed, then the weapon he was operating may not be fired until he is replaced.

Note that crew may stay inside a wrecked or burning vehicle if they wish. Although the vehicle can no longer move or fire weapons, surviving crewmen can fire their own weapons through hatchways etc.

EXAMPLE OF COMBAT

OK then, lets have a look at exactly how the new vehicle rules actually work in practice. We'll take as an example a Space Marine Devastator armed with a lascannon, firing at a Rhino (this example obviously took place during the Horus Heresy!). The Space Marine has a ballistic skill of 4 so he has a basic 3+ to hit. To this he gets +1 for the weapon's targeter, and +1 because the Rhino is a large target, but then suffers a -1 to hit modifier because the Rhino moved more than 10" in its previous move. This means that the Space Marine will hit on a 2 or more on 1D6. He rolls a '6' easily hits the target!

The Rhino has a toughness of 7 and the lascannon has a strength of 9, so the shot will 'wound' the Rhino on a roll of 2+. The Space Marine rolls another '6', well and truly damaging the vehicle.

The Rhino has a basic armour save of 3+ on 2D6. However the lascannon has a saving throw modifier of -6, and the shot has come from the flank of the Rhino which reduces it by another -1, which means the Rhino needs a score of 10+ on 2D6 to makes its save. The dice are rolled and come up with a '2' and a '4', giving total of only 6, which isn't nearly good enough. The lascannon bolt rips through the Rhinos armour.

The Space Marine player can now roll to see how much damage he has inflicted. The lascannon causes 2D6 damage, so the Space Marine player rolls 2 dice. He gets '1' and a '4', which knocks 5 points off the Rhinos damage points, reducing it from 10 down to 5.

Finally the Space Marine player gets to roll for catastrophic damage. As he caused 5 points of damage he rolls 5D6 and the catastrophic damage dice. He rolls '3, 5, 5, 5, 6' on the D6 and a 'Ka-Boom!' on the catastrophic damage dice. As he got a '6' the Ka-boom! result applies and the Rhino explodes, killing all on board and hurling debris out to a radius of D6".

TO BE CONTINUED...

VEHICLE HATCHES

A model armed with a pistol, basic weapon, special weapon or grenade that is within 1" of a hatch on a vehicle may attempt to wrench open the hatch and shoot inside the vehicle instead of making a normal shooting or hand to hand attack. The model must roll equal to or under its strength characteristic to get the hatch open (a roll of 6 always fails). Models armed with a power fist can use its strength to open the hatch, but if they are armed with any other type of weapon they must use their own strength characteristic to o the job.

If the model gets the hatch open, it may attack. Roll to damage the vehicle as normal, but ignore any armour saves. In addition, no matter what happens to the vehicle, one crewman in the vehicle is hit automatically by the attacking weapon. If the attacking weapon has a blast marker or template of any other kind (a flamer or frag grenade for example), then all of the crew in are hit once each. Note that a model that fails to open a hatch is not allowed to attack that turn.

SUSTAINED FIRE WEAPONS

At present the Warhammer 40,000 rules only allow you roll the sustained fire dice after you have rolled to hit. This represents an attacking model firing tight, controlled bursts, and it reduces the chance of anything going wrong because a jam can only occur after you have scored a hit. There is, however, another way to fire sustained fire weapons - simply blaze away in the general direction of the target and hope the sheet weight of fire causes a hit. The down-side of this is that you are much more likely to jam the weapon!

To represent the second type of attack, which we'll call firing on full-auto 'cause it sounds cool, you should roll the sustained fire dice before you roll to hit. The roll to hit for each point you rolled on the dice. For example, an Ork with a heavy bolter fires on full-auto. He rolls two sustained fire dice, getting a '1' on one dice and a '3' on the other. The Orks rolls separately for each of the four shots to see if they hit. Note that shots fired on full-auto can be spread around targets within 4" of each other, just like a normal sustained fire attack.

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ADEPTUS MECHANICUS

Now hopefully you have read Jervis Johnson's article and you may be thinking about having a go at trying out the new Warhammer 40,000 vehicle system. If you are, then you could do us a really big favour and tell us what you thought of them, if there was anything in particular you liked or anything that you felt was just plain awful. You can be completely honest in your answers because it all helps us in knowing what YOU, the gamers think, after all, its bound to be you or people like you who would buy whatever product comes out of this any way!

After the second part of the vehicle rules, next issue, and after you have had time to try out those rules too, we shall put all of your responses together and pick one out at random. This lucky person will win a special tour of the Design Studio where you can meet the design team and even possibly play a game here yourself!

NAME:
ADDRESS: **TELEPHONE NUMBER:**

COMMENTS:

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If you don't want to cut your Journal up, then you can photo copy this page

BLANCHITSU II

By Dave Perry

Many moons ago, in the age of dreams. there was a man of ancient wisdom. A regular column in the hallowed pages of White Dwarf. This sagely being was none other than the legendary John Blanche. Who. in his wisdom brought illumination to the art of painting Citadel Miniatures.

This regular column was given the arcane and powerful name of Blanchistu and dealt with all aspects of painting and modelling Citadel Miniatures.

Indeed it was to become a learning point for painters of all abilities from the highly skilled to even the newest of beginners. Painters across the galaxy did write with advice and tips (Some of which are most bizarre) and begged the advice of the grand master of Blanchistu.

This is what Blanchistu is all about. Myself and other deranged loons here at the studio will endeavour to bring guidance to anyone who paints Citadel Miniatures, indeed already Ali Morrison is talking about the use of nail varnish on his miniatures........

But anyway, enough of such idol banter. Any of you out there who need help or have advice to give can write to myself or Mark Jones here at the studio, and you never know your words might grace the pages of the Citadel Journal! Happy Painting.

PAINT IT BLACK: PART ONE

The first subject for your instruction is a delicate matter which without guidance could be viewed a terrible heresy! However, if you follow what is written here you shall have sufficient skill to guard your mind against tainted whisperings from the warp!

In general it is always best to undercoat your Citadel Miniatures with a White undercoat. However you can paint equally as well over black.

Indeed some miniatures benefit from this. For instance heavily armoured Empire Knights or Dark Angel Space Marines are easier to paint over a Black undercoat. Basically a figure which will be dark is easy to paint over black, but of course bright colour schemes such as Red Blood Angel Marines will be almost impossible in this way.

STAGE 1: THE UNDERCOAT

Once you have cleaned any mould lines or flash off of your Citadel Miniatures you must undercoat it before painting. A simple coat of Chaos Black will suffice but the use of Citadel Black Primer will give a smooth even coat of paint and is much quicker. Remember not to put the paint on to thick as this will obscure the fine detail of the miniature.

STAGE 2: BASE COLOURS/SHADING

When painting over a Black undercoat you must remember that certain paint are better able to cover over Black than others. For instance dark or drab Greens, Blues and Browns are opaque where as Red, Yellow and other light colours are more translucent and will require a coat of white paint before them. Instead of adding a base colour and then shading it, you should start with a dark base colour and build up the highlight with Skull White or a lighter version of the same base colour.

For example the Skaven Plague Monk on the back cover has a Purple hood and Red robes. I gave the hood a base of nauseating Blue and Chaos Black mixed together. The robes had a base colour of Revolting Red mixed with Red ink and Chaos Black. The base colours are far darker than the desired colour but they cover over the Black undercoat well. You will notice that the Dark Red will look very Brown but don't worry it will soon be revealed that you can build this up to a cleaner Red.

One of the best things about the Black undercoat is that you can leave some of it showing to give very deep shading in the recesses of the miniature. The Purple hood and Red robe on the Plague Monk are heavy fabric and have deep creases and folds all over them. Therefore I didn't paint the base colours into these folds but left the Black showing. This provided immediate shading and already your figure will have depth to it and look more life like.

The same technique applies to any other colour. You will soon find that some colours are thicker than others and thus cover better. If you need to paint areas of your miniature in Yellow

or Red it is best to first paint the area White to obtain a bright colour. However, you can paint Yellow over Black in the following way. By adding White to Yellow (Thus creating a very pale colour) you will find that the colour is thicker and will cover the Black of course it will be too pale but a Yellow glaze will brighten it up again.

As you can see one of the main advantages of the Black undercoat is that it enables you to create realistic shading very quickly. Therefore, I find that painting in this way is excellent for painting army's as it allows me to paint large block of figures quickly and to a good gaming standard.

At this point I should mention the use of Black Lining. This simply means leaving a thin Black line between different surfaces or layers on your model. ie: Where a cuff meets the models hand or a pouch rests on a robe. This technique helps to give more definition. Chainmail and fur are simply dry brushed on over the undercoat in the appropriate colours.

That should be plenty for you to try for now so I'll stop here. Next issue we will look closely at highlighting and detailing your miniatures.

Cheers, Dave.

By Mark Jones

I had hoped to show some of the miniatures I've been working on for my own personal collection this month. But due to deadline pressure I haven't managed to finish them. So instead I'm going to explain some of the painting methods involved in one of the pieces I've done for the studio armies. When I was at Games Day last year I was asked a number of questions about how to go about painting tanks. In particular the Leman Russ.

PREPARATION AND ASSEMBLY

When painting a tank it is important that you spend some time on the preparation and assembly. Because tanks are large pieces and will stand out on the battlefield you need to make sure they look good. When making the basic kit, I break the job down into two or three sub-assemblies at a time. This means that while the glue is drying on one piece you can be preparing and gluing another. You may find it easier to fill any gaps in the sub-assembled tank before fixing them to the main body of the tank. The sponsons and turrets often need a little bit of filling.

UNDERCOAT

When you're happy with the tank assembly, it's time to start painting. I first undercoat the whole tank using a white spray primer, which gives a good enough coat which is easy to paint over. I always use White as an undercoat because it is quite easy to spot any surface defects such as scratches or excess
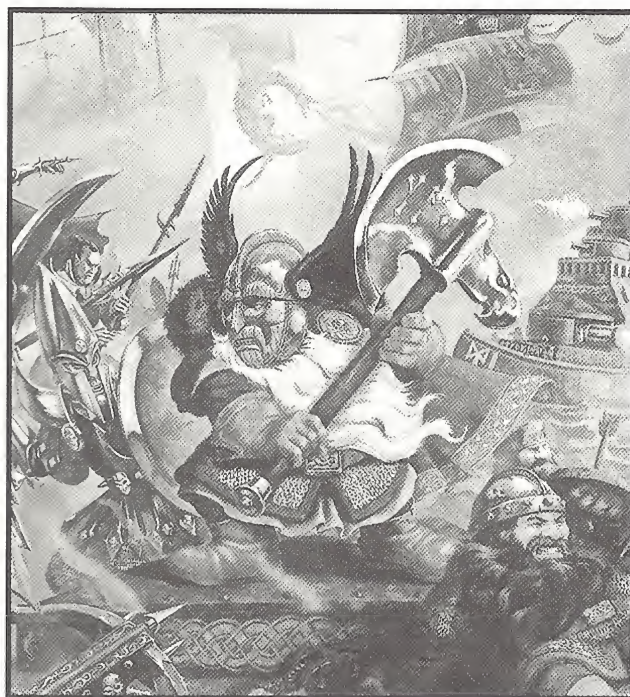
model filler with this colour. It is sometimes difficult to find a suitable match between Citadel acrylics and the coloured sprays available.

BASE COATING

When base coating the tank I use a quarter of an inch flat brush because this gives a nice even coat with the minimum of streaking. The base colour should be thinned slightly so that it doesn't build up in between the armour plates and obscure any detail. Don't worry if the colour is patchy at first as you should be aiming to build up the colour in two or three coats. When doing a two tone camouflage scheme I start with a base of the lightest colour over the whole tank and then paint the pattern over this with the darker.

SHADING

To apply the shading I use one of the methods with either a darker shade of the base colours or as can be seen from the photograph on the inside back cover with a Brown to give the impression of rust between the armour plates and around rivets. The first method is to simply thin down your shading colour and using either a standard or base coat brush paint the shade into the recesses and around rivets, paint the shade into the areas required.

The second is to take some clean water and first run it into the recesses and then take your shading colour and spot the colour in along the recess. You should find that the colour is drawn along by the water leaving an even line of shade. Once you're happy with the flow of colour, take some clean tissue paper and dab it along the line to remove the excess water. This method may take a few attempts to get a good result, but I have found that with practise it can be quicker than the first and also gives a more natural shade.

I hope that you find this advise useful when painting your tanks and turning them into the centre point of your painted armies.

Mark Jones

Blood Bowl mutant Chaos warrior player

Mark Jones

Here we show off the talents of Mark Jones from our 'Eavy Metal team with some of his work he has done at the studio recently. This is the first arcticle of Blanchistu , and Mark wanted to start it off with some tips on how to paint in this style.

Mark gives us tips on how to achieve this kind of painting on the opposite page which is especially useful for all you tank fanatics out there when he tells us about the Demolisher as seen below.
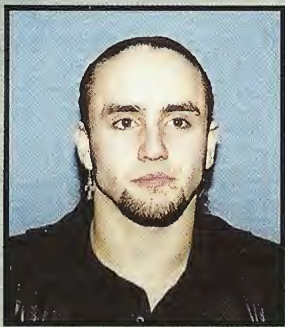
To the left is the Chaos Spawn, Scyla. The notorius horrific creature is a deadly adversary to all of the enemies of Chaos. Every Chaos army should include Scyla.

Below is another example of Marks work this time in the form of the Imperial Guard tank- the Demolisher.

Dave Perry

Dave Perry, a member of our talented 'Eavy metal team and a co-writer of our new article-Blanchistu 2, shows us how he paints his own armies at home. Because he wants his own models to look different from what he is constantly surrounded with at work, he has painted these figures in his own individual style using the black undercoat technique. These miniatures are all great examples of what can be achieved when painting over a black undercoat.

Here are some examples of his own work. Believe it or not, the Skaven and Plague Marine took no more than an hour to paint.

Skaven Plague Monk

Imperial Guardsman by Michael Perry

Dave Andrews' superb Bretonnian Knight conversion

Special mention goes to Dave Andrews for providing his incredible Bretonnian Knight. This conversion is a classic example of a high quality war games figure. The scenic base is also another sign of Dave's attention to detail and his ability to produce some of the most heretical miniatures known to man!

A mounted Jade Wizard ready to take you all on!

The mighty Commissar Yarrick by Dave Perry

A realistically dark and sinister Plague Marine